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MILLENNIUM INDEX

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Millennium Index

The Spectre (second series) #10 January 1988

Cover Credits

Artist: **Jerry Bingham** (Signed)
Letterer: Typography

STORY

"Infinite Possession" (24 pages)

Credits

Editor: **Robert Greenberger**
Plotter, scripter: **Doug Moench**
Penciller, inker: **Gray Morrow**
Letterer: **Agustin Mas**
Colorist: **Adrienne Roy**

Feature Character

Spectre (last seen in *Millennium* #4; appears behind the scenes in *Suicide Squad* #9 and *Detective Comics* #582 during this story; appears next in *Action Comics* #596)

Supporting Characters

Jim Corrigan (last seen in *Millennium* #4; appearance on page 14 and 15 same as *Detective Comics* #582, page 14; appears on page 21 in between *Detective Comics* #582, page 20, panels 4 and 5; appears next, behind the scenes, in *Action Comics* #596)

Kim Liang (last seen in *Millennium* #4; appears next in *Detective Comics* #582)

Villains

The Manhunters (last seen in *Millennium* #4; also appear in *Suicide Squad* #9 and *Detective Comics* #582 during this story; many destroyed in this story)

A bearded Manhunter (last seen in *Millennium* #4; behind the scenes and presumably destroyed in this story)

Various guardian-beings (existing within the Manhunters; first appearance; all presumably destroyed in this story)

Guest Appearances

Batman (appearance on page 15 same as *Detective Comics* #582, page 14; appears on page 21 in between *Detective Comics* #582, page 20, panels 4 and 5)

Bronze Tiger, Captain Boomerang, Deadshot, Privateer, Rick Flag, and **Slipknot** (all behind the scenes, as revealed in *Suicide Squad* #9)

Captain Atom and **Firestorm** (both behind the scenes, as revealed in *Captain Atom* #11)

Karin Grace (dies behind the scenes in this story, as revealed in *Suicide Squad* #9)

Other Characters

The citizens of New Orleans (first and only appearance to date; **George Landis, Hester,** and **Harold** named in this story)

The Manhunters' prisoners (last seen in *Millennium* #4; appear on page 21 in between *Detective Comics* #582, page 20, panels 4 and 5)

The Manhunters' other prisoners (first and only appearance to date; not the same prisoners as seen in *Millennium* #4)

Cameo Appearance

Madame Xanadu (in flashback to *Millennium* #4)

Comment

The cover of this issue combines with the covers of *Captain Atom* #11, *Suicide Squad* #9, and *Detective Comics* #582 to form a single scene.

Synopsis

Having deduced the location of the Manhunters' temple after one of their number attacked Madame Xanadu in her parlor, the Spectre, Jim Corrigan, and Kim Liang travel to New Orleans. While the Spectre investigates, Jim and Kim are in a restaurant when a local man bursts in, claiming to have seen and been pursued by a strange being in the nearby swamp. Kim remains to hear the man's story, while Corrigan leaves to search the surrounding area.

Meanwhile, the Spectre discovers the Manhunters' "sonic temple", as well as a group of local people being held captive by a Manhunter in the bayou. Entering the Manhunter's body intending to possess him, the Spectre

Millennium Index

instead finds himself falling into a microcosmic world within the android's physical form. Here he battles strange beings guarding a key-like object. Once the Spectre grasps and turns the key, the Manhunter begins to malfunction and is ultimately deactivated, and his prisoners escape.

The Spectre now finds himself faced with a second key and a second set of guardian-creatures. Unknown to him, he is now within a second Manhunter, in an alleyway in town. Repeating his actions, he causes this Manhunter to self-destruct, and its demise is witnessed by both Jim Corrigan and Batman. (Corrigan and Batman then join forces to enter the swamp and free more prisoners being held in the sonic temple, as seen in *Detective Comics* #582.)

Again and again, the Spectre is transported within one Manhunter after another; again and again he defeats the creatures within, turns the key, and causes the android to collapse. Because he cannot escape back into the outside world, and has no way of knowing what effect, if any, his actions are having, he decides that his present course of action is futile. Thus, instead of turning the key inside the android he currently possesses, he enters the key itself and discovers an interdimensional nexus connecting the linked minds of the Manhunters with the source of the telepathic transmissions controlling them. This nexus also contains the portal which will allow the Spectre to return to Earth, but he is unable to breach it.

Fortunately, the experimental bomb brought to the temple by the Suicide Squad then explodes (as seen in *Suicide Squad* #9), destroying the remaining Manhunters and unlocking the portal between dimensions, allowing the Spectre to break free. As he does, Batman and Corrigan escape the temple, and the only after-effect of the explosion is a light snowfall (due to the actions of Captain Atom and Firestorm, as seen in *Captain Atom* #11).

Action Comics #596
January 1988

Cover Credits

Artist: **John Byrne**
Letterer: **Gaspar Saladino**

STORY

"Hell is Where the Heart is ..." (22 pages)

Credits

Editor: **Michael Carlin**
Plotter, scripter, penciller: **John Byrne**
Inker: **Keith Williams**
Letterer: **John Costanza**
Colorist: **Tom Ziuko**

Feature Characters

Superman (last seen in *The Adventures of Superman* #436; appears next in *Millennium* #5)

Spectre (last seen in *The Spectre* (second series) #10; appears next, behind the scenes, in *Millennium* #5)

Supporting Characters

Jonathan Kent and **Martha Kent** and **Lana Lang** (all last seen in *The Adventures of Superman* #436)

Pete Ross (last seen, behind the scenes, in *The Adventures of Superman* #436; behind the scenes in this story)

Villain

Dr. Whitney's Manhunter replacement (last seen in *The Adventures of Superman* #436; appears as a spirit-simulacrum and destroyed in this story)

Guest Appearances

Jim Corrigan (last seen in *The Spectre* (second series) #10; behind the scenes in this story; appears next in *Millennium* #5)

Kim Liang (last seen in *Detective Comics* #582; behind the scenes in this story; appears next in *Millennium* #5)

Other Characters

The citizens of Smallville (including **Mayor Rutherford B. Small**; last seen in *The Adventures of Superman* #436; see Comment below)

Cameo Appearances

Krona (in flashback to *Green Lantern* (second series) #40)

Green Lantern Corps, Manhunters, and **Manhunter sleeper agents** (in flashbacks)

Batman and **Green Lantern** (Hal Jordan; in flashbacks to *Justice League of America* #140-141 and *Millennium*

Millennium Index

#1)

Arisia, Black Canary, Black Lightning, Booster Gold, Captain Atom, Firestorm, Hawkman, Herupa Hando Hu, Jade, Kilowog, Looker, Mr. Bones, Nadia Safir, and **Rocket Red #7** (all in flashback to *Millennium* #1)

The Chosen (in outline)

Jor-El and **Lara** (in flashback)

Dr. G. I. Whitney, Mrs. Whitney, and **her Manhunter replacement** (in flashback)

Comment

Following their recovery in this story, the Manhunter-programmed citizens of Smallville, with the exception of Lana Lang, no longer remember Superman's secret identity.

Synopsis

On his way back from battling the Manhunters in Louisiana, the Spectre senses a supernatural disturbance in the Kansas town of Smallville. There he discovers Superman, in the aftermath of his own struggle against Manhunter forces, standing in mourning with the adult population of the town over their children, all of whom lie seemingly dead. This is an after-effect of their having been programmed as Manhunter sleeper agents soon after birth by the Smallville physician, Dr. Whitney, who had himself been replaced by a Manhunter years earlier. In the wake of Whitney's defeat by Superman, all of Smallville's inhabitants under the age of thirty are now comatose.

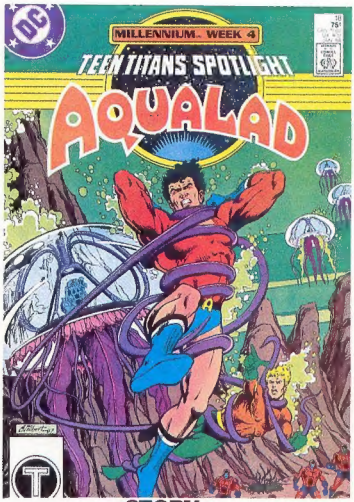
The Spectre, having divined what has happened, now appears and tells Superman that he may be able to save the "deceased" townspeople by allowing the Ghostly Guardian to send him into the afterlife to retrieve their souls. Superman agrees, and abruptly finds himself, Lana Lang, and the citizens of Smallville inhabiting a ghostly version of the town, unaware of their curious new state of existence. Suddenly, the phantom form of the Dr. Whitney Manhunter appears and begins to batter Superman, who has no powers in this incarnation. Before he can subdue the Man of Steel, however, the Spectre, realizing that the spirit plane they all seemingly inhabit is not the true afterworld but merely a Manhunter-created simulacrum, intervenes, possessing and destroying the Whitney Manhunter once and for all.

Superman and the Spectre instantly find themselves back on Earth, just in time to witness the revival of Smallville's young inhabitants from "death". Before this apparent miracle can be questioned, the two heroes depart, remaining in Smallville only long enough to explain matters to Superman's foster parents, the Kents, and to Lana Lang.

Teen Titans Spotlight #18
January 1988

Cover Credits

Artist: **Art Thibert** (Signed)
Letterer: None



STORY

"Sea Change" (22 Pages)

Credits

Editor: **Barbara Randall**
Plotters, scripters: **Dan Mishkin** and **Gary Cohn**
Penciller, inker: **Art Thibert**
Letterer: **John Costanza**
Colorist: **Adrienne Roy**

Feature Character

Aqualad (last seen in issue #10; appears next in *Millennium* #5)

Guest Star

Aquaman (in between *Millennium* #1 and #5)

Villains

The Manhunters (last chronological appearance in *Millennium* #1; some destroyed in this story; some appear next in *The Outsiders* #28) and **their "jellyfish" ships** (first and only appearance to date)

The Atlantean Manhunter (last seen in *Millennium* #1; behind the scenes and presumably destroyed in this story)

Cameo Appearances

Mento (in flashback to issue #10)

Batman, Black Canary, Captain Atom, Hawkman, Hawkwoman, Herupa Hando Hu, Jade, Martian Manhunter, Nadia Safir, Rocket Red #7, and **Superman** (all in flashback to *Millennium* #1)

Millennium Index

Nightwing and **Wonder Woman** (both in flashback; see Comment below)

Comments

Nightwing and Wonder Woman are mistakenly depicted as present at the initial meeting of super-heroes at the Green Lantern Citadel in this story.

Although all the Manhunters in this story appear to be destroyed, some actually escape to the subterranean kingdom of Abyssia, as revealed in *The Outsiders* #28. Because several days pass as the Manhunters take over Abyssia, this story cannot take place concurrently with the other stories published during Week 4 of *Millennium*. It almost certainly occurs between Weeks 1 and 2. Aquaman's and Aqualad's delay in reaching the Green Lantern Citadel with the Manhunter ship is due to the great distance they must travel and possibly due to unrecorded skirmishes with other Manhunters.

Synopsis

In the ocean depths, Aquaman watches his protege Aqualad attempt to exercise his telepathic power to command sea life, which has failed him since his psychic struggle with Mento (seen in issue #10). An explosion alerts the duo to nearby danger, and they discover several gigantic jellyfish-like vehicles piloted by Manhunters. Aquaman explains how he learned of the Manhunters' current menace at the recent meeting of Earth's super-heroes at the Green Lantern Citadel, but before he and Aqualad can act, they are shocked unconscious by the jellyfish's stingers.

Recovering, the two heroes discover that the Manhunters are engaged in a salvage operation, attempting to excavate a saucer-shaped craft from the ocean floor. Aquaman and Aqualad, aided by their fish allies, attack the androids, and manage to beat them back temporarily, but when Aquaman, realizing that the Manhunters' "submarines" are actually living creatures, attempts to control them telepathically, he is shocked senseless.

Alone and powerless against the remaining Manhunters, Aqualad has an inspiration and allows one of the jellyfish-creatures to shock him repeatedly, which has the desired effect of reactivating his mental powers. He now discovers, however, that his power only works when he requests, not commands, the sea creatures' aid. He summons whales and sharks to push the Manhunter forces back, then communicates with the jellyfish beings themselves, and turns them against the Manhunters who have enslaved them.

The jellyfish then free the ship the Manhunters had sought, but before the defeated androids can be imprisoned, they self-destruct. The recovered Aquaman congratulates his young counterpart, as they prepare to deliver the ship to their fellow super-heroes for study.

Millennium #5
February 1988 (Week 5)

Cover Credits

Artists: **Joe Staton** (penciller) and **Bruce Patterson** (inker) (Signed)
Letterer: **Gaspar Saladino**

STORY
"In" (22 pages)

Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Steve Englehart**
Penciller: **Joe Staton** (layouts)
Inker: **Ian Gibson** (finished art)
Letterer: **Bob Lappan**
Colorist: **Carl Gafford**

Feature Characters

Herupa Hando Hu, Nadia Safir, and **Janwillem Kroef** (last chronological appearance of all in *Secret Origins* (second series) #23; all appear next in the second story in *Justice League International* #10)

Xiang Po, Betty Clawman, Celia Windward, Gregorio de la Vega, Takeo Takata, Tom Kalmaku, and **Floronic Man** (last chronological appearance of all in *Secret Origins* (second series) #23; all appear next, behind the scenes, in the second story in *Justice League International* #10)

Guest Stars

Aqualad and **Aquaman** (both last seen in *Teen Titans Spotlight* #18; both appear next, behind the scenes, in the second story in *Justice League International* #10)

Arisia, Hal Jordan, and **Martian Manhunter** (last chronological appearance of all, behind the scenes, in *Secret Origins* (second series) #23; all appear next in *Justice League International* #10)

Atomic Knight and **Windfall** (both in between *The*

Millennium Index

Outsiders #27 and #28)

Batman (last seen in *Detective Comics* #582; appears next, behind the scenes, in the second story in *Justice League International* #10)

Black Canary and **Guy Gardner** (last chronological appearance of both, behind the scenes, in *Secret Origins* (second series) #23; both appear next, behind the scenes, in the second story in *Justice League International* #10)

Black Lightning, Geo-Force, Halo, Katana, and **Looker** (last chronological appearance of all, behind the scenes, in *Secret Origins* (second series) #23; all appear next in *The Outsiders* #28)

Blue Beetle, Kilowog, and **Mr. Miracle** (last chronological appearance of all, behind the scenes, in *Secret Origins* (second series) #23; all appear next in the second story in *Justice League International* #10)

Brainwave, Nuklon, and **Obsidian** (all last seen in *Infinity, Inc.* #46; all appear next, behind the scenes, in the second story in *Justice League International* #10)

Captain Atom and **Firestorm** (both last seen in *Captain Atom* #11; both appear next in *Firestorm* (second series) #68)

Dr. Fate II (last seen, behind the scenes, in *Green Lantern Corps* #220; appears next in *Justice League International* #10)

Driq and **Harbinger** (both appear next in *Firestorm* (second series) #68)

Flash III (last chronological appearance, behind the scenes, in *Secret Origins* (second series) #23; appears next in *Flash* (second series) #9)

Green Arrow (last chronological appearance, behind the scenes, in *Secret Origins* (second series) #23; behind the scenes in this story; appears next, behind the scenes, in the second story in *Justice League International* #10)

Hawkman and **Hawkwoman** (both last seen in issue #1; both appear next in *Justice League International* #10)

Hourman II, Jade, Mr. Bones, Skyman, and **Wildcat II** (last chronological appearance of all , behind the scenes, in *Secret Origins* (second series) #23; all appear next, behind the scenes, in the second story in *Justice League International* #10)

Jim Corrigan and **Kim Liang** (both last seen, behind the scenes, in *Action Comics* #596; both appear next in *The Spectre* (second series) #11)

John Stewart (last chronological appearance in *Secret Origins* (second series) #23; appears next, behind the scenes, in the second story in *Justice League International* #10)

Katma Tui Stewart (last chronological appearance in *Secret Origins* (second series) #23; appears next in *Justice League International* #10)

Superman (last seen in *Action Comics* #596; appears next in *Justice League International* #10)

Wonder Woman (last chronological appearance, behind the scenes, in *Secret Origins* (second series) #23; appearance on page 13 same as *Wonder Woman* (second series) #13, page 4, panel 4 through page 5, panel 5; appears next in *Wonder Woman* (second series) #13)

Villains

The Grandmaster (appears next in *Blue Beetle* #21)

Nancy Reagan (last seen in *Detective Comics* #582)

Guest Appearances

Spectre (last seen in *Action Comics* #596; behind the scenes in this story; appears next in issue #8)

Tawny Young (last seen in *Booster Gold* #24)

Hermes (behind the scenes, as revealed in *Wonder Woman* (second series) #13)

Other Characters

President Ronald Reagan (last seen in *Detective Comics* #582; appears next in *Doom Patrol and Suicide Squad Special* #1)

A group of reporters in Washington, D.C. (first and only appearance to date)

Cameo Appearances

Sinestro, Sector 3600, Flodo Span, Olapet, and **the Green Lantern Corps of the Klyminade** (in flashback)

The Manhunters' prisoners (in flashback)

Rick Flag, Bronze Tiger, Captain Boomerang, Deadshot, Karin Grace, Privateer, and **Slipknot** (in flashback to *Suicide Squad* #9)

The "jellyfish" ships (in flashback to *Teen Titans Spotlight* #18)

Comment

For the full text of Herupa Hando Hu's and Nadia Safir's instruction to the Chosen on the nature of the universe, see the special feature on page 31 in this Index.

Synopsis

As Herupa Hando Hu and Nadia Safir begin their explanation of the universe to the Chosen, Superman returns to the Green Lantern Citadel from his adventure in Smallville. Batman has just recounted how he and Jim Corrigan rescued Manhunter prisoners from their Louisiana temple, which was then destroyed, and Captain Atom reveals his and Firestorm's part in the proceedings. (Batman does not tell the other heroes of the sacrifice of Karin Grace, while Captain Atom takes care not to mention his encounter with the Suicide Squad, whose existence is a government secret, and Corrigan keeps to himself his knowledge of the Spectre's involvement.)

Looker suddenly receives a telepathic alert from the people of the hidden land of Abyssia, who gave her her powers, and the Outsiders, except Batman, depart to deal with this new threat. Then Wonder Woman abruptly disappears (returning to her "Challenge of the Gods" quest, as seen in *Wonder Woman* (second series) #13). Before the others can search for her, Aquaman and Aqualad arrive with the Manhunter ship they have salvaged (as seen in *Teen Titans Spotlight* #18). Formerly jubilant at having destroyed what seemed to be the major Manhunter stronghold on Earth, the super-heroes are now taken aback at the prospect of the endless Manhunter reinforcements which could arrive from space. Meanwhile, on the planet Orinda, Harbinger is rescued by Driq, the alien Green Lantern who, though slain in battle, still lives, after a fashion, animated by the energy of his power ring.

With the Guardian and the Zamaron busy instructing the Chosen, the heroes must form their own battle plans. While the others remain to guard the Earth, a group of ten

is assembled to attack their foes' homeworld, Orinda: Superman, J'onn J'onzz, Hawkman, Hawkwoman, Captain Atom, Firestorm, Green Lanterns Hal Jordan, Arisia, and Katma Tui Stewart, and Dr. Fate, whose magic instantaneously transports them all to the Procyon star-system.

Flash (second series) #9
February 1988

Cover Credits

Artists: **Jackson Guice** (penciller) and **Larry Mahlstedt** (inker) (Signed)
Letterer: **Gaspar Saladino**

STORY

"The Chunk" (22 pages)

Credits

Editor: **Mike Gold**
Plotter, scripter: **Mike Baron**
Penciller: **Jackson Guice**
Inker: **Larry Mahlstedt** (name misspelled "Mahlstadt" on cover)
Letterer: **Steve Haynie**
Colorist: **Michele Wolfman**

Feature Character

Flash III (last seen in *Millennium* #5; appears in *Millennium* #7 between page 5, panels 6 and 7 of this story; appears in *Millennium* #8, then in *Firestorm* (second series) #69, between pages 9 and 10 of this story)

Supporting Characters

Mary West and **Tina McGee** (both appear next in issue #11)

Villain

The Chunk (Chester Runk; first appearance)

Guest Appearance

Cyborg (last chronological appearance in *The New Teen Titans* (second series) #44)

Other Characters

Dr. Owen Slade (first appearance; a psychiatrist; appears next in issue #11) and **his receptionist** (first and only appearance to date)
Mr. Stein (first and only appearance to date; a jeweler)
Boyd and **Grove** (full names not revealed; first and only appearance to date; two armored-car guards)
Members of the Middle Hampton City Council (first and only appearance to date; **Mr. Braunschweig** named in this story)
A female TV newscaster (first and only appearance to date)
Middle Hampton police officers (appear next in issue #11)
Patrons at the Middle Hampton Art Center (first and only appearance to date)
Inhabitants of Chunk's extradimensional world (first appearance)

Comments

This story takes place in part following *Millennium* #8.
The Tuesday and Wednesday dates given in this story do not agree with the earlier dates given in *Superman* (second series) #13 and *Millennium* #3. The two days that pass in this story occur on a Saturday and, presumably, a Monday.

Synopsis

Wally West is consulting a psychiatrist, Dr. Slade, when a nearby diamond exchange is robbed by an immensely fat man, who appears to digest the stolen gems. Changing to the Flash, Wally confronts the thief, who overpowers him, then mysteriously vanishes, after what seems to be a minor earthquake.

Later, Wally returns home and referees an ongoing series of disagreements between his two house guests, his mother and his girlfriend, Tina McGee. Learning that the Chunk, as he calls the corpulent thief, has robbed an armored car, Flash, with the aid of Cyborg, investigates a former patient of a colleague of Dr. Slade's, who once invented a matter transmitter, and who he suspects may be the Chunk.

Still later, Wally and Tina attend a city council meeting at which Wally is requested to move out of the community, because the residents feel the presence of a super-hero will raise their insurance rates. In the middle of the meeting, Flash learns that the Chunk is robbing the platinum exhibit at the nearby Art Center. He confronts the Chunk, who reveals that, due to an accident, he swallowed his own

miniature matter transmitter device and must now constantly ingest super-dense matter to prevent himself from imploding and vanishing into an extradimensional world.

When Flash tries to retrieve his loot, the Chunk becomes angry, pulls Flash to him like a living black hole, then instantly transports himself and Flash to the world to which he has previously escaped following his robberies, a world populated by all the people who have displeased him in the past.

Firestorm (second series) #68
February 1988

Cover Credits

Artists: **Mark Bright** (penciller) and **Sam de la Rosa** (inker) (Signed)
Letterer: None

STORY

"Planetfall" (22 pages)

Credits

Editor: **Denny O'Neil**
Plotter, scripter: **John Ostrander**
Penciller: **Richard Howell**
Inkers: **Steve Mitchell** and **Dennis Janke**
Letterer: **Janice Chiang**
Colorist: **Nansi Hoolahan**

Feature Character

Firestorm (in between *Millennium* #5 and #6; appearance on pages 1 and 2 same as *Justice League International* #10, pages 1 and 2; appearance on page 22 same as *Justice League International* #10, page 17)

Guest Stars

Captain Atom (in between *Millennium* #5 and #6; appearance on pages 1 and 2 same as *Justice League International* #10, pages 1 and 2; appearance on page 22 same as *Justice League International* #10, page 17)

Driq and **Harbinger** (both in between *Millennium* #5 and #6; appearances on page 22 same as *Justice League International* #10, page 17)

Supporting Characters

Ronnie Raymond and **Mikhail Arkadin**

Villains

Bernard Ferguson (last seen in *Millennium* #4; destroyed in this story)

The Manhunters of planet Orinda (first appearance; some also appear in *Justice League International* #10 during this story; all destroyed, behind the scenes, in this story)

Guest Appearances

Arisia, Dr. Fate II, Hal Jordan, Hawkman, Hawkwoman, Katma Tui Stewart, Martian Manhunter, and **Superman** (appearances same as *Justice League International* #10)

Synopsis

Ten super-heroes of Earth have journeyed to the Procyon system to invade the Manhunters' home planet of Orinda: Superman, J'onn J'onzz, Hawkman, Hawkwoman, Dr. Fate, Captain Atom, Firestorm, and Green Lanterns Hal Jordan, Arisia, and Katma Tui Stewart. As they plot their strategy, Firestorm suddenly senses a call for help and flies off, with Captain Atom in pursuit.

Beneath Orinda's surface, Harbinger and Driq continue their attempt to escape the Manhunters who had been holding her captive. When Firestorm and Captain Atom arrive on the scene, the Nuclear Man mistakes Driq for an enemy until introductions and explanations are made. The four are immediately united in battle as the planet itself seems to attack them. Then the cavern walls collapse on them, and Firestorm knows no more.

Firestorm wakes to find himself seemingly back in the Louisiana bayous with Chief Ferguson, the Manhunters, and their new ally, Captain Atom. They attempt to convince him that all he has experienced since turning against the Manhunters has been a delusion. Firestorm is no longer so easily deceived as before, however, and he shatters the illusion, and realizes he is still on Orinda, surrounded by Manhunters. He battles and defeats them, even though Ferguson offers to reveal the secret of his true nature to him. Firestorm then manages to make mental contact with his two alter egos, Ronald Raymond and Mikhail Arkadin, and promises to change back to his separate selves once his mission is completed.

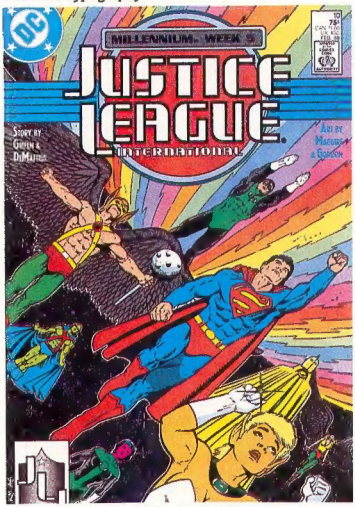
Captain Atom, Harbinger, and Driq then rejoin Firestorm, and together they blast free of the planet, even as it breaks up into fragments (due to events seen in *Justice League International* #10), and rejoin the other super-heroes.

Millennium Index

Justice League International #10
February 1988

Cover Credits

Artists: **Kevin Maguire** (penciller) and **Al Gordon** (inker) (Signed)
Letterer: Typography



FIRST STORY

"Soul of the Machine" (17 pages)

Credits

Editor: **Andrew Helfer**
Plotter, penciller: **Keith Giffen** (layouts only)
Scripter: **J. Marc De Matteis**
Penciller: **Kevin Maguire**
Inker: **Al Gordon**
Letterer: **Bob Lappan**
Colorist: **Gene D'Angelo**

Feature Characters

Martian Manhunter and **Dr. Fate II** (both in between *Millennium* #5 and #6)

Captain Atom (appearance same as *Firestorm* (second series) #68)

Guest Stars

Arisia, Hal Jordan, Hawkman, Hawkwoman, Katma Tui Stewart, and **Superman** (all in between *Millennium* #5 and #6)

Villains

Highmaster (last seen in *Justice League of America* #141; appears next in *Millennium* #6)

The Manhunters of planet Orinda (some also appear in *Firestorm* (second series) #68 during this story; all destroyed in this story)

Guest Appearances

Firestorm, Harbinger, and **Driq** (appearances same as *Firestorm* (second series) #68)

Other Character

Gnort (Green Lantern of Sector 68; last seen, behind the scenes, in *Green Lantern* (second series) #200)

Synopsis

Superman, J'onn J'onzz, Hawkman, Hawkwoman, Dr. Fate, Captain Atom, Firestorm, and Green Lanterns Hal Jordan, Arisia, and Katma Tui Stewart have journeyed to the Procyon system to invade the Manhunters' home planet of Orinda. As they plot their strategy, Firestorm suddenly senses a call for help and flies off, with Captain Atom in pursuit (as seen in *Firestorm* (second series) #68).

When the remaining heroes and heroines reach Orinda, they find the planet's surface utterly barren, but discover a system of underground corridors which constitute the Manhunters' base. The Green Lanterns are especially wary, as everything on the planet is colored yellow, and thus their power rings are useless. Instead of an enemy attack, however, the heroes encounter Gnort, the hopelessly inept Green Lantern of Orinda's space sector. As Hal Jordan explains to the others, Gnort's uncle was a former GL who used his influence with the Guardians to have his nephew made a Corps member. The Guardians had assigned the bumbling Gnort to this sector because it was supposedly devoid of life, unaware of the presence of the Manhunters' hidden world. Having stumbled across Orinda by accident, Gnort has now been lost in its maze of tunnels for several months.

Dr. Fate then senses the presence of their foes, so the super-heroes race to do battle, leaving the ineffectual Gnort behind on "guard duty". Hundreds of Manhunters are waiting to ambush the heroes, but thanks to a ruse engineered by J'onn J'onzz and Arisia, the Earth crusaders are able to take the androids by surprise. In less than a minute, their robotic enemies are smashed, and the team of past and present Justice League members and Green Lanterns stands victorious.

The eight champions then enter what proves to be a Manhunter birthing chamber, where hundreds more of the robots lie in individual cubicles awaiting activation. Before this can be accomplished, Superman incinerates the inert androids with his heat vision. Far above them, the Highmaster, the supreme overlord of the Manhunters, comes to life and voices his displeasure at their actions. Rather than battle the heroes, however, the Highmaster simply departs to rebuild his planetary base elsewhere. Since it is his power which holds Orinda together, with his departure the planet begins to break apart.

Superman gets his companions out of harm's way in time, and they are soon rejoined by Captain Atom and Firestorm, who have in turn been joined by Harbinger and Driq (as seen in *Firestorm* (second series) #68).

Millennium Index

SECOND STORY

" ... Back at the Ranch" (5 Pages)

Credits

Editor: **Andrew Helfer**
Plotter, penciller: **Keith Giffen**
Scripter: **J. Marc De Matteis**
Inker: **Al Gordon**
Letterer: **Agustin Mas**
Colorist: **Gene D'Angelo**

Feature Characters

Blue Beetle and **Mr. Miracle** (both in between *Millennium* #5 and #6)

Batman, Black Canary, and **Guy Gardner** (all in between *Millennium* #5 and 6; all behind the scenes in this story)

Guest Stars

Herupa Hando Hu, Nadia Safir, Janwillem Kroef (name misspelled "Janwillim" in this story), and **Kilowog** (all in between *Millennium* #5 and #6)

Guest Appearances

Aqualad, Aquaman, Brainwave, Green Arrow, Hourman II, Jade, John Stewart, Mr. Bones, Nuklon, Obsidian, Skyman, Wildcat II, Xiang Po, Betty Clawman, Celia Windward, Gregorio de la Vega, Takeo Yakata, Tom Kalmaku, and **Floronic Man** (all in between *Millennium* #5 and #6; all behind the scenes in this story)

Synopsis

While the other super-heroes are away in space, back at the Green Lantern Citadel on Earth, Blue Beetle and Mr. Miracle stand guard over the Manhunter ship captured by Aquaman and Aqualad.

Abruptly, a hatch opens and a volleyball-sized object flies out. Before the two costumed crusaders can stop it, the device has flown to where Herupa Hando Hu and Nadia Safir are conferring with Janwillem Kroef nearby. It knocks Kroef down, encases his head, and begins emitting smoke. As Mr. Miracle ponders the proper method of removing the device before it can harm Kroef, Kilowog wanders over and calmly presses a switch on the object, which he identifies as "a simple Grillian mind-probe", causing it to dissolve harmlessly.

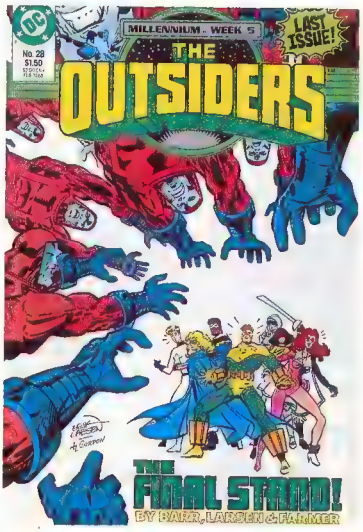
The Outsiders #28
February 1988

Cover Credits

Artists: **Erik Larsen** (penciller) and **Al Gordon** (inker) (Signed)
Letterer: **Gaspar Saladino**

STORY

" ... a Land Down Under ... " (27 pages)



Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Mike W. Barr**
Penciller: **Erik Larsen**
Inker: **Mark Farmer**
Letterer: **Albert De Guzman**
Colorist: **Adrienne Roy**

Feature Characters

Black Lightning (last seen in *Millennium* #5; appears next in *Secret Origins* (second series) #26)

Geo-Force, Katana, Windfall, and **Atomic Knight** (all last seen in *Millennium* #5)

Halo (last seen in *Millennium* #5; critically wounded in this story)

Looker (last seen in *Millennium* #5; origin retold; transformed back to Emily Briggs in this story)

Supporting Character

Greg Briggs (last seen in *The Outsiders* #11)

Villains

Queen Tamira (last seen in *Batman and the Outsiders* #31; dies in this story)

The Manhunters (last seen in *Teen Titans Spotlight* #18; all destroyed in this story)

Other Characters

Dural, Jonelle, and **the inhabitants of Abyssia** (all last seen in *Batman and the Outsiders* #31)

Millennium Index

Cameo Appearances

Batman (in flashback to Looker's origin)
Emily Briggs's classmates (in flashback)

Comment

The Outsiders disband in this story.

Synopsis

Summoned by the people of Abyssia, the hidden land where Looker received her powers, the Outsiders enter the underground realm, and walk into a trap prepared by the Manhunters. However, Looker had surrounded herself and her teammates with a force-field, so the heroes are able to mount a successful counter-attack on the squad of androids sent to capture them, and destroy them.

With their Abyssian allies, Dural and Jonelle, the Outsiders pretend to be captives in order to be taken to the main base of the Manhunters, who have invaded Abyssia after escaping from Aquaman and Aqualad (as seen in *Teen Titans Spotlight* #18). Their ruse is detected and foiled, however, by the Abyssian Tamira, who has herself gained powers like Looker's and, by forming an alliance with the Manhunters, has made herself ruler of the hidden land.

The Outsiders regain their senses to find themselves captives in a dungeon. Looker claims her right as princess of Abyssia to challenge Tamira to personal combat, and the rogue queen agrees. While most of the Abyssians and Manhunters are watching the battle between them, the Atomic Knight and Geo-Force team to free themselves and their teammates from captivity. Then Geo-Force, Black Lightning, and Windfall go to deal with the Manhunters, while Halo, Katana, and the Atomic Knight race to aid Looker.

In the arena, the battle takes an unexpected turn, as Looker shatters the illusion which had caused others to see Tamira as beautiful, when in fact she had been horribly deformed when she exposed herself to the comet fragment that gave her Looker's powers. In revenge for this humiliation, Tamira transforms Looker back to her original identity as drab, powerless Emily Briggs.

The group of Outsiders led by Geo-Force, aided by the Abyssian underground, destroys the main force of the Manhunters, who had planned to launch a sneak attack against the surface world. Their comrades, however, do not fare as well. Emily Briggs escapes being thrown into a river of lava by Tamira, a fate that instead befalls the mad queen herself. As a final Manhunter attacks, however, Halo throws herself in front of Katana and Emily, and is struck down by his alien weapon, before the Atomic Knight can dispatch the android.

Sometime later, Emily is reunited with her husband Greg. At a S.T.A.R. Labs complex in Los Angeles, Halo lies in stasis in a life-support system until Gardner Grayle can find a means to revive her. With their headquarters destroyed and one of their members dead, in addition to the fates that have befallen Looker and Halo, Geo-Force sadly declares that, for the time being at least, the Outsiders shall be disbanded.

Wonder Woman (second series) #13
February 1988

Cover Credits

Artist: **George Perez** (Signed)
Letterer: **Gaspar Saladino**

STORY

"Demonplague" (22 pages)

Credits

Editor: **Karen Berger**
Plotter, penciller: **George Perez** (layouts)
Scripter: **Len Wein**
Inker: **Bruce Patterson** (finished art)
Letterer: **John Costanza**
Colorist: **Carl Gafford**

Feature Character

Wonder Woman (last seen in *Millennium* #5; appearance on page 4, panel 4 through page 5, panel 5 same as *Millennium* #5, page 13; appears next in *Millennium* #6)

Supporting Characters

Queen Hippolyte and **Heracles**
Artemis and **Athena** (both last seen in issue #11; both appear next in *Millennium* #8)

Millennium Index

Hermes (last seen in issue #11; appearance on page 4, panel 5 through page 5, panel 5 same as *Millennium* #5)
Zeus, Hera, Vulcan, Aphrodite, and **the Amazons of Paradise Island** (all last seen in issue #11)
Harmonia (last seen in issue #2)

Villains

Polyphemus (first appearance; the Cyclops; dies in this story)
Echidna (last seen in issue #11; dies in this story)
The Minotaur (first appearance; dies in this story)
The Chimera (first appearance)
Harpies
Demons of Pandora's box (first and only appearance to date)
Ares (last seen in issue #6)

Other Characters

Two seismologists (first and only appearance to date)

Cameo Appearances

Arisia, Batman, Black Canary, Brainwave, Captain Atom, Firestorm, Flash III, Guy Gardner, Hal Jordan, Jade, Martian Manhunter, Mr. Miracle, and **Superman** (all in flashbacks)
Atomic Knight and **Geo-Force** (both in flashback; see Comment below)

Comment

Atomic Knight and Geo-Force are mistakenly depicted in flashback in this story, which occurs after the Outsiders have departed the Green Lantern Citadel for Abyssia.

Synopsis

Even as Hippolyte, searching the netherworld for her daughter, comes upon the Cyclops Polyphemus, in Olympus, Zeus discovers that Pan has been slain and replaced by a Manhunter, and that it was this impostor who had incited the ruler of the gods to send Princess Diana on her quest. An angry Hera then takes charge, and sends Hermes to warn the Amazon Princess.

So it is that Wonder Woman abruptly vanishes from the midst of the super-heroes gathered at the Green Lantern Citadel, and is returned by Hermes to the world beyond Doom's Doorway where her mother battles Polyphemus. Wonder Woman uses her magic lasso to bind the Cyclops, but before the two Amazons can proceed, Hippolyte is downed by a burst of flame as she tries to free Heracles, still transformed into a pillar of stone and tormented by harpies. When Diana flies to her rescue, the two warrior women quickly find themselves locked in combat with the Minotaur, the Chimera, and the demoness Echidna. Hippolyte succeeds in beheading Echidna, and before the Minotaur can resume his attack, Polyphemus reappears, blindly grasps the man-bull, and prepares to devour him. The rock bridge on which the combatants stand collapses, and both Cyclops and Minotaur plunge into darkness.

Then the goddess Harmonia appears, returning Diana's lasso and bestowing upon her a talisman with which "only she who is pure of essence can capture the demons within this crypt". The Chimera and harpies having fled, Diana binds her mother and the transformed Heracles together with the lasso. The two ancient enemies see through each other's eyes at last, and as Heracles's stony skin begins to fall away, a horde of fiery demons is released and streaks toward the doorway leading to the outside world. Wonder Woman uses all her speed to outdistance the demons, then blocks their path, holding Harmonia's talisman before her. Earthquakes rock Paradise Island and the world beyond, but Wonder Woman stands fast, and at last all the demons are contained within the amulet.

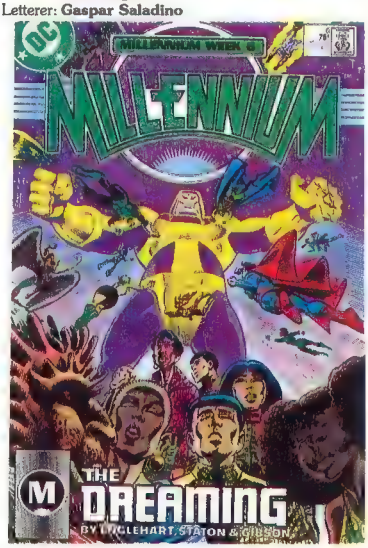
Suddenly, Diana is transported to the realm of Ares, who demands the amulet. It flies to him, and he absorbs the power of the demons, which are the legendary creatures from Pandora's box, and thus regains the "ultimate power of destruction" which is rightfully his, and disappears. Wonder Woman is dismayed, but Harmonia, reclaiming her talisman, reassures her that all is well and that the proper balance of power has now been restored.

As Harmonia vanishes, Hermes appears and informs Diana that she must now return to Man's World and seek out Pan's Manhunter impersonater.

Millennium #6
February 1988 (Week 6)

Cover Credits

Artists: **Joe Staton** (penciller) and **Bruce Patterson** (inker) (Signed)
Letterer: **Gaspar Saladino**



Millennium Index

STORY

"Out" (22 pages)

Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Steve Englehart**
Penciller: **Joe Staton** (layouts)
Inker: **Ian Gibson** (finished art)
Letterer: **Bob Lappan**
Colorist: **Carl Gafford**

Feature Characters

Herupa Hando Hu and **Nadia Safir** (both last seen in the second story in *Justice League International* #10; both appear next, behind the scenes, in *Blue Beetle* #21)

Janwillem Kroef (last seen in the second story in *Justice League International* #10; quits **the Chosen** in this story; appears next in issue #8)

Floronic Man (appears next in *Blue Beetle* #21)

Gregorio de la Vega, Tom Kalmaku, Celia Windward, Betty Clawman, Xiang Po, and **Takeo Yakata** (all last seen, behind the scenes, in the second story of *Justice League International* #10; all appear next, behind the scenes, in *Blue Beetle* #21)

Guest Stars

Aqualad, Black Canary, Guy Gardner, Jade, John Stewart, Nuklon, Obsidian, and **Skyman** (all last seen, behind the scenes, in the second story of *Justice League International* #10; all appear next, behind the scenes, in *Blue Beetle* #21)

Aquaman and **Batman** (both last seen, behind the scenes, in the second story of *Justice League International* #10; both appear next in *Blue Beetle* #21)

Arisia, Dr. Fate II, Hawkman, Hawkwoman, Katma Tui Stewart, and **Martian Manhunter** (all last seen in *Justice League International* #10)

Blue Beetle, Kilowog, and **Mr. Miracle** (all last seen in the second story in *Justice League International* #10; all appear next in *Blue Beetle* #21)

Booster Gold (last seen in issue #4)

Brainwave, Green Arrow, Hourman II, Mr. Bones, and **Wildcat II** (all last seen, behind the scenes, in the second story of *Justice League International* #10; all behind the scenes in this story; all appear next, behind the scenes, in *Blue Beetle* #21)

Captain Atom, Driq, Firestorm, and **Harbinger** (all last seen in *Firestorm* (second series) #68)

Hal Jordan and **Superman** (both last seen in *Justice League International* #10; both appear next in *Superman* (second series) #14)

Wonder Woman (last seen in *Wonder Woman* (second series) #13; appears next, behind the scenes, in *Blue Beetle* #21)

Villains

Highmaster (last seen in *Justice League International* #10; appears next in *Superman* (second series) #14)

Dirk Davis (last seen in issue #4; behind the scenes in this story)

A Manhunter with a punk haircut (last seen in issue #4; appears next, behind the scenes, in *Blue Beetle* #21)

Guest Appearances

Kent Nelson and **Nabu** (both last seen in *Dr. Fate* #4)

Tegra Kalmaku, Keith Kalmaku and **Kari Kalmaku** (all last seen in *Green Lantern Corps* #220; all appear next, behind the scenes, in *Blue Beetle* #21)

Cameo Appearances

A samurai and other citizens of Japan, armed forces of South Africa, various Green Lanterns, and **a dragon** (as dream-images)

Synopsis

The space-bound contingent of super-heroes, now a dozen strong, pursues the Highmaster from the wreckage of the planet Orinda. When the leader of the Manhunters turns and attacks, he easily overcomes the heroes, then vanishes in search of the Guardians of the Universe.

The new Dr. Fate attempts a magic spell which can send the super-heroes to the same extradimensional destination, but due to his inexperience, he does not prepare them properly to survive in that realm, and the costumed champions feel their lives slipping away. In desperation, Fate manages to concentrate the life forces of the twelve in two of the crusaders: Hal Jordan holds those of his fellow Green Lanterns, and Superman embodies the rest. With Dr. Fate now comatose, there is no way to reverse the spell, so Superman and Green Lantern set out to complete their mission.

Back on Earth, the Millennium Project proceeds at the Green Lantern Citadel. Following their instruction by the Oans, the Chosen lie meditating. Wonder Woman then returns from her netherworld adventure. Batman, greatly dismayed at the news of the Outsiders' downfall, recruits Guy Gardner, and the two confront and battle the apparent traitor in their ranks, Booster Gold, at his corporate headquarters, but Booster overpowers them and escapes.

Herupa and Nadia, who are aging noticeably, watch with concern as the Chosen awaken from their trance. Tom Kalmaku's family reacts with fear at his new mental attitude, despite his reassurances. Janwillem Kroef violently rejects the Oans' teachings and threatens to quit the project, but the Guardian and the Zamaron have foreseen his actions and merely bid him farewell. Green Lantern John Stewart, fed up with the South African's racist rhetoric, speeds him on his way with a power-ringed fist.

The Floronic Man, meanwhile, is contacted by a hidden Manhunter agent, who instructs him to murder one of the Chosen. However, Woodrue has now switched his allegiance; instead of obeying, he captures the Manhunter and turns him over to the super-heroes for questioning. Before they can proceed, Blue Beetle, Mr. Miracle, and Kilowog, who have been examining the ship captured by Aquaman and Aqualad, discover that it is designed for travel not into space, but to the centre of the Earth, which must be the location of the Manhunters' final stronghold.

Millennium Index

Blue Beetle #21
February 1988

Cover Credits

Artist: **Chris Wozniak** (Signed)
Letterer: **Gaspar Saladino**

STORY

"If This Works, It'll Be a Miracle" (22 pages)

Credits

Editor: **Denny O'Neil**
Plotter, scripter: **Len Wein**
Penciller: **Ross Andru**
Inker: **Danny Bulanadi**
Letterer: **John Costanza**
Colorist: **Gene D'Angelo**
Special credit: **Randy** and **Jean-Marc Lofficier**

Feature Character

Blue Beetle (in between *Millennium* #6 and #7)

Guest Star

Mr. Miracle (in between *Millennium* #6 and #7)

Supporting Characters

Melody Case (last seen in issue #19; appears next in issue #23)
Angela Revere (last seen in issue #18; appears next in issue #23)
Jeremiah Duncan
Murray Takamoto (last seen in issue #19)
Randy Truman (last seen in issue #18)

Villains

Overthrow (real name, Arnold Beck, and occupation, loading dock worker employed by Kord, Inc., revealed in this story)
The Grandmaster (in between *Millennium* #5 and #7)
The Manhunters (last seen in *Millennium* #4; no further appearances of these particular Manhunters to date)
Klaus Cornelius
Dekan Drache (first appearance; a German industrialist)
Chronos (last seen in *Suicide Squad* #4)
A Manhunter with a punk haircut (last seen in *Millennium* #6; behind the scenes in this story; no further appearances to date)
Various European businessmen from the Ruhr, Zurich, and Antwerp, various drug czars from Amsterdam and Marseilles, and **members of the Sicilian Mafia** (first appearance of all)

Guest Appearances

Aquaman, Batman, Floronic Man, and **Kilowog** (all in between *Millennium* #6 and #7)
Belphegor
Alfie Twidgett and **Twiggie Twidgett** (both last seen in issue #19)
Rip Carter (last seen in *Boy Commandos* #36; former mentor of the Boy Commandos; now a U.S. Army General)
Andre Chavard (last seen in *Teen Titans Spotlight* #11)
Jan Haasan (last seen in *Boy Commandos* #13; now a professor with the Center for Strategic Studies, The Hague; together with Alfie, Andre, and the absent "Brooklyn", formed the Boy Commandos during World War II)
Aqualad, Black Canary, Brainwave, Green Arrow, Guy Gardner, Hourman II, Jade, John Stewart, Mr. Bones, Nuklon, Obsidian, Skyman, Wildcat II, Wonder Woman, Herupa Hando Hu, Nadia Safir, Gregorio de la Vega, Celia Windward, Betty Clawman, Xiang Po, Takeo Yakata, Tom Kalmaku, and **Tegra Kalmaku** (all in between *Millennium* #6 and #7; all behind the scenes in this story)
Keith Kalmaku and **Kari Kalmaku** (both in between *Millennium* #6 and #8; both behind the scenes in this story)

Other Characters

Patrons and **staff of a Paris sidewalk cafe** (first and only appearance to date)

Cameo Appearances

Martian Manhunter (see second Comment below)
Dr. Mist (as a thought-image)

Godiva II (as a picture)

Starfire and **Danny Chase** (both in flashback to *The New Teen Titans Annual* (second series) #3)

Comments

The Teen Titans' encounter with Cuckoo referred to in this story appears in *The New Teen Titans* (second series) #44, not#40.

The Martian Manhunter is incorrectly depicted as present at the Green Lantern Citadel in this story, which occurs after he and other heroes have journeyed into space.

Synopsis

The super-heroes assembled at the Green Lantern Citadel are determined to seek out the Manhunter base at the Earth's core, and Blue Beetle suggests that the Sunspore, a starprobe craft designed by Kord, Inc., may be of use, while Mr. Miracle asserts that he can adapt the probe to melt through the Earth's crust using Apokolipsian technology.

Thus, the two heroes return to the Beetle's Nest in the Bug, and the Beetle, as Ted Kord, orders the Sunspore readied for use. Unknown to him, his terrorist adversary Overthrow is secretly a Kord employee, and as Blue Beetle and Mr. Miracle test the Sunspore, Overthrow and a squad of Manhunters suddenly appear and attack them, ultimately knocking both heroes unconscious.

Ted Kord's various friends and associates are occupied with other matters. Elsewhere in Chicago, his executive assistant and girlfriend Melody Case spends more and more time with fellow executive Randall Truman; in Paris, Jeremiah Duncan confers with Belphegor, former director of the Dome, concerning the threat posed by Klaus Cornelius; in London, Murray Takamoto finds himself a guest at a reunion of the former members of World War II's famed Boy Commandos. At the same time, in Frankfurt, a more sinister gathering takes place, as Klaus Cornelius meets with various powerful and unscrupulous European business magnates, drug dealers, and crime czars at the home of industrialist Dekan Drache.

Blue Beetle, of course, has no time to consider any of these developments, as he and Mr. Miracle are sealed within the thermal interface between the inner and outer shells of the Sunspore craft, which is then activated and sent on its way beneath the Earth's surface by Overthrow and his fellow Manhunters. As the villains make their escape, however, they are astonished to find their way blocked by Blue Beetle and Mr. Miracle aboard the Bug. After a short struggle, the two heroes defeat the Manhunters. Overthrow, who is dumbfounded at his foes' survival, is also easily apprehended.

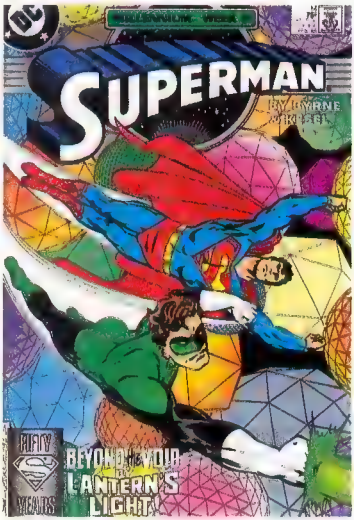
Mr. Miracle reveals how he used his Mother Box and Multi-Cube to protect himself from the heat and escape from the probe, while the Beetle explains that, after his BB-gun enabled him to escape into the craft's shielded interior, he then summoned the Bug, which pulled the Sunspore from the tunnel it had formed.

The Beetle then unmasks his foe, but to his surprise, Overthrow's red hair is a wig, and he is actually Arnold Beck, a Kord, Inc. manual laborer, and not Randall Truman, as Blue Beetle had suspected.

Superman (second series) #14
February 1988

Cover Credits

Artist: **John Byrne** (Signed)
Letterer: **Gaspar Saladino**



STORY

"Last Stand" (22 pages)

Credits

Editor: **Michael Carlin**
Plotter, scripter, penciller: **John Byrne**
Inker: **Karl Kesel**
Letterer: **John Costanza**
Colorist: **Tom Ziuko**

Feature Character

Superman (in between *Millennium* #6 and #7; contains the life-forces of Captain Atom, Dr. Fate II, Firestorm, Harbinger, Hawkman, Hawkwoman, and Martian Manhunter in this story)

Guest Star

Green Lantern (Hal Jordan; in between *Millennium* #6 and #7; contains the life-forces of Arisia, Driq, and Katma Tui Stewart in this story)

Millennium Index

Villain

The Highmaster (last seen in *Millennium* #6; destroyed in this story)

Guest Appearances

Guardians of the Universe and **Zamarons** (all last seen in *Green Lantern* (second series) #200)

Cameo Appearances

The Manhunters (in flashback)

Betty Clawman, Celia Windward, Xiang Po, Gregorio de la Vega, Takeo Yakata, Janwillem Kroef, Salima Baranizar, Tom Kalmaku, Nikolai Latikov, and **Floronic Man** (all in flashback)

Arisia, Captain Atom, Dr. Fate II, Firestorm, Hawkman, Hawkwoman, and **Martian Manhunter** (all in flashback)

Kilowog and **Wonder Woman** (both in flashback; see Comment below)

Comments

Kilowog and Wonder Woman are mistakenly depicted in flashback among the super-heroes who battled the Highmaster in space, rather than Katma Tui Stewart, Driq, and Harbinger.

Driq is mistakenly referred to as "Driga" once in this story.

Synopsis

Superman and Green Lantern Hal Jordan, embodying the life-forces of their ten spacefaring super-hero comrades, rocket across the alien spacescape of the dimension to which they have pursued the Highmaster.

Making their way past various obstacles, the two champions arrive at a gigantic Guardian-constructed platform. As they land, a wall of rock springs up, separating them. Attempting to penetrate the barrier, Superman finds himself engaged in an apparently hopeless task, as the rock and earth through which he is digging seem to extend endlessly in all directions, while the tunnel he is forming continually refills itself in his wake.

On the surface, Green Lantern is confronted by the Highmaster, much larger and more powerful than before, while the Emerald Crusader and his power ring are mysteriously drained of energy. The Highmaster merely toys with the powerless GL, who manages to evade his pursuer long enough to discover an area littered with the discarded robes and armor of the Guardians and the Zamarons. Reasoning that the Oans have not been destroyed, despite appearances, Hal attempts to establish telepathic contact with his mentors, and is astounded to realize that the immortals are indeed present in invisible, intangible form, locked in a living grid of sensual communion, and thus are drained of most of their power. With the presence of his ancient enemies now revealed to him, as he had planned, the Highmaster strikes with a powerful plasma-bolt, shattering their trance, and seems to slay the Oans.

The Highmaster now gloats and reveals that he had erected a Temporal Accelerator Field which caused Green Lantern and his power ring to exhaust their energies in far less than the usual 24 hours, but as he prepares to destroy GL, Superman blasts his way from beneath the surface. The Man of Steel had deduced that the Manhunter leader was using an Artificial Gravity Inducer to create the impression that Superman was tunnelling toward his goal, when actually he was travelling at right angles to the surface; at that point he used his X-ray vision to determine his true position.

As Superman and the Highmaster battle, the Guardians, who have survived their foe's attack, use their personal energies to recharge GL's ring. They advise Hal that the power ring is momentarily supercharged, due to the life-forces of his fellow Green Lanterns which he possesses, and Superman, also supercharged by the additional life-forces he carries, has used his heat-vision to cause the yellow-hued Highmaster to glow red-hot. Thus, Green Lantern, normally powerless against yellow objects, is able to destroy the Highmaster with a single, powerful blast.

The Guardians then assert that just as they are living power batteries, so the Highmaster was the central power source of the Manhunters, and the remaining androids will soon deplete their energies. Until they do, however, they will be suicidally dangerous; thus, it is imperative that the super-heroes return to Earth.

Legion of Super-Heroes (third series) #43
February 1988

Cover Credits

Artist: **Steve Lightle** (Signed)
Letterer: None

Millennium Index

STORY

" ... and Wake To Find a Dream" (27 pages)

Credits

Editor: **Karen Berger**
Plotter, scripter: **Paul Levitz**
Pencillers: **Greg LaRocque** and **Mike DeCarlo**
Inker: **Arne Starr**
Letterer: **John Costanza**
Colorist: **Carl Gafford**

Feature Characters

Chameleon Boy (also disguised as "Mo Seh of Rimbor" in this story)
Brainiac 5, Shrinking Violet, Sun Boy, Element Lad, Dream Girl, Shadow Lass, Timber Wolf, Invisible Kid II, Polar Boy, and **Tellus**
Wildfire and **Quislet** (both behind the scenes in this story)

Supporting Characters

Chief Zendak and **Computo**
Shvaughn Erin (last seen in issue #37)
Atmos (last seen in issue #35)

Villain

Laurel Kent (destroyed in this story)

Other Characters

A Science Police officer (last seen in issue #28)
Members of a South American immortality cult (first and only appearance to date)

Synopsis

Legionnaires Brainiac 5, Shadow Lass, Sun Boy, Element Lad, Shrinking Violet, and Tellus escape being buried alive beneath the ruins of the Manhunter temple brought down around them by Laurel Kent, but find no trace of Laurel or her android allies.

When the team returns to headquarters, Polar Boy calls a meeting to discuss the situation. He finds the group unexpectedly shorthanded, however, as Quislet and Wildfire are closeted in the former's quarters, and Chameleon Boy, as leader of the Espionage Squad, has departed on a personal mission. Polar Boy therefore assigns the sextet, augmented by Invisible Kid and Dream Girl, to investigate a rumored immortality cult in the Greater Amazon Region. Fending off an attack due to mistaken identity by the cultists, the Legionnaires are disappointed to find no trace of either Laurel Kent or the supposed immortals for whom she had been searching.

When Laurel does appear and attacks a site in the Grand Canyon, the Legion is ready. Using the improved powers she has gained during her centuries in hiding, Laurel holds off the eight Legionnaires, and absconds with the detection device which Brainiac 5 had been using to seek traces of the special energies used by the Guardians of the Universe and their Green Lantern Corps. Using the detector, she locates a hidden city in the Himalayas, suffused with Oan energies. The Legionnaires are awaiting her arrival there, however, and a fierce battle follows, until Laurel suddenly realizes that the city is long abandoned and decaying.

Believing that the Chosen, elevated to immortality by the Oans in the 20th century, have long since vanished from the Earth, the Laurel Manhunter comes to the conclusion that she had unfortunately been programmed to emerge from hiding too late to intercept them. Since her mission now has no possible chance of success, she explosively self-destructs, and the Legionnaires are protected from the resulting blast only by Brainiac 5's force shield.

Sometime later, the Legionnaires bury the android's remains in a grave in the hidden city which they had constructed and irradiated to deceive her, and mourn the passing of the woman they had known as a Legion trainee. Unknown to them, back at Legion HQ, Polar Boy and Timber Wolf face two unexpected complications: Wildfire and Quislet have disappeared through a dimensional aperture, and Atmos of Xanthu has arrived with the intention of joining their ranks.

Secret Origins (second series) #23 February 1988

Cover Credits

Artists: **Ed Hannigan** (penciller) and **Steve Bissette** (inker)
Letterer: Typography

Millennium Index

FIRST STORY

"The Secret Origin of the Guardians of the Universe" (21 pages)

Credits

Editor: **Greg Weisman**
Plotter, scripter: **Todd Klein**
Penciller: **Jonathan Peterson**
Inker: **Al Vey**
Letterer: **Agustin Mas**
Colorist: **Carl Gafford**

Feature Characters

Guardians of the Universe (earliest chronological appearance; appear in flashbacks only; origin retold with details revealed; also appear in flashback in *Green Lantern Corps* #223 during this story; one appears in the second story in *Green Lantern* (second series) #67 in between pages 15 and 16)

Herupa Hando Hu (chronologically in between *Millennium* #4 and #5; also appears in flashbacks; origin revealed; see second Comment below)

Supporting Characters

Zamarons (earliest chronological appearance; appear in flashbacks only; origin retold with details revealed; also appear in flashback in *Green Lantern Corps* #223 during this story; **Teisho** named in this story; next chronological appearance in *Green Lantern* (second series) #16)

Nadia Safir (chronologically in between *Millennium* #4 and #5; also appears in flashbacks; origin revealed; see second Comment below)

Oans (earliest chronological appearance; appear in flashbacks only; origin retold with details revealed; **Keshi** and **Fahsir** named in this story)

The Controllers (earliest chronological appearance; origin retold; appear in flashback only; next chronological appearance in *Adventure Comics* #357)

The inhabitants of planet Maltus (earliest chronological appearance; appear in flashback only; origin retold with details revealed; next chronological appearance in *Green Lantern* (second series) #84)

Green Lantern Corps (including **Hal Jordan, Xax, Ch'p, Tomar-Re, Eddore, Arisia,** and **Medphyl; Joanquin of Cxrsee** and **Yyk of Sector 54** named in this story; all except Hal Jordan and Arisia appear in flashbacks only; origin retold; three die in flashback)

Villains

The Manhunters (appear in flashbacks only; origin retold; next chronological appearance in flashback in previous issue)

Andarean spiders (earliest chronological appearance; appears in flashback only; possible next chronological appearance as the Spider Guild in *Omega Men* #26)

Guest Appearances

Tom Kalmaku, Gregorio de la Vega, Betty Clawman, Floronic Man, Celia Windward, Takeo Yakata, and **Xiang Po** (all chronologically in between *Millennium* #4 and #5)

John Stewart and **Katma Tui Stewart** (both chronologically in between *Millennium* #4 and #5)

Arisia, Black Canary, Black Lightning, Blue Beetle, Flash III, Geo-Force, Green Arrow, Guy Gardner, Halo, Hal Jordan, Hourman II, Jade, Katana, Kilowog, Looker, Martian Manhunter, Mr. Bones, Mr. Miracle, Skyman, Wildcat II, and **Wonder Woman** (all chronologically in between *Millennium* #4 and #5; all behind the scenes in this story)

Other Characters

Symbiont race of planet Maltus (first and only appearance to date)

A member of an unidentified alien race (first and only appearance to date; in flashback)

Cameo Appearances

Krona (in flashbacks)
Sinestro (in flashback)
Monitor, Anti-Monitor, Sonar, and **Goldface** (in flashback to the events of *Crisis on Infinite Earths*)

Comments

This story incorporates material first revealed in *Green Lantern* (second series) #40, 80, 84, 90, 111, 200, *Crisis on Infinite Earths* #7, and *Justice League of America* #141. Additional details not revealed in this story appear in flashback in *Green Lantern Corps* #223.

The framing sequence of this story takes place in between *Millennium* #4 and #5, not between #5 and #6, as stated in footnotes. From the dialogue, it seems obvious that the Guardian and the Zamaron have not yet begun to instruct the Chosen in the nature of the universe, as they do in *Millennium* #5.

Synopsis

In response to questions from the Chosen, Herupa Hando Hu and Nadia Safir recount the origins of the Oan race.

Ten billion years ago, the planet Maltus formed. Eventually, there evolved on its surface not only lifeforms resembling those which would later appear on Earth, but also complex microscopic creatures which coexisted with the dominant species in a form of symbiosis. As their population increased, the humanoids evolved into separate races, blue-skinned and white-skinned, and began to make war.

Biological warfare resulted in the creation of a deadly disease which almost wiped out the humanoids. Since the disease was activated by sexual contact, in order to survive, the blue-skinned male scientists of the polar city of Ap formed an alliance with an isolated society of white-skinned women who inhabited the Zamar area, and produced future generations of children by laboratory means. The males came to be called Aps, and the females Zamars. Those chosen to form a mediative group, who also raised the children, were known as Oans. As ages passed, the Oans, with the aid of their symbionts, evolved fantastic mental powers and increased lifespans, becoming virtually immortal.

Then the Oan named Krona engaged in a forbidden experiment to learn the origin of the universe itself, and

Millennium Index

thereby changed history, unleashing the force of evil on the cosmos at the dawn of time. While Krona was occupied, Herupa, the Oan youngster whose guardian he was, slipped away and met his female counterpart, Nadia. As they touched for the first time, their symbionts united, and the two realized that the division between the sexes was not the natural order. Almost immediately, however, they were discovered together, and were separated; they were never again allowed to be alone together. Nevertheless, they remembered their brief encounter over the centuries and remained devoted to each other.

To atone for Krona's crime, the Oans decided that a group of volunteers would colonize a planet near the centre of the universe, which they named Oa, from which they would champion the cause of order; they became known as the Guardians of the Universe. Using their mental powers, the Guardians gathered the majority of the magic in the universe and stored it in the heart of a star, thus ensuring the dominance of science. They created the Central Power Battery, which would amplify their own natural energies. Finally, they built the android warriors which they named the Manhunters, to serve as their agents on various planets.

As time passed, some Oans perished, and in the new environment of Oa, it became impossible to create new children to replace them, so that the Oan population decreased and the two genders grew further apart. The sole exceptions to this were Herupa and Nadia, who stayed in contact with each other.

All the Oans' plans did not run smoothly. The Manhunters revolted against their creators and were stripped of their powers, eventually resurfacing as an evil cult. A splinter group of the Guardians, disagreeing with the disposal of the Manhunters, left Oa and became known as the Controllers. Still, the Guardians continued their work. To replace the Manhunters, they recruited living agents from the different planets, and gave them individual power rings and power batteries which drew energy from the master battery on Oa. These they called the Green Lantern Corps.

Eventually even Herupa and Nadia lost contact with each other. The male and female Oans grew still further apart, until finally, the Zamarons left the planet to seek a world of their own. Their departure might have gone entirely unnoticed had not Nadia contacted Herupa with a final farewell message. Her appearance as a mental projection distracted Herupa as he and the other Guardians monitored the progress of the Green Lanterns in the Andarean Spider War, and three Green Lanterns under his guidance died in the battle.

More ages passed. The Guardians delegated more Green Lanterns, one for each of the 3600 sectors of the universe. Sinestro, Green Lantern of the planet Korugar, turned renegade and allied himself with the evil Weaponers of Qward. Hal Jordan of Earth became the new Green Lantern of Sector 2814 and perhaps the most famous of the Corps. Krona returned to work new evil and was defeated by the assembled Green Lantern Corps.

Finally, in the wake of the Crisis on Infinite Earths, the Guardians and the Zamarons were reunited, and departed the cosmos together to seek the reunion of the two sexes.

SECOND STORY

"Shine On You Crazy Diamond" (17 pages)

Credits

Editors: **Greg Weisman** and **Mark Waid**
Plotter, scripter: **Rick Veitch**
Penciller, inker: **Brett Ewins**
Letterer: **Agustin Mas**
Colorist: **Shelley Eiber**

Feature Character

Floronic Man (last chronological appearance in *Millennium* #2; appears in first and second flashbacks in this story and in flashbacks to his origin only; next chronolgical appearance in *Batman* #415)

Villains

Croc (last seen, behind the scenes, in *Batman* #415; also appears in flashback which follows his appearance in *Swamp Thing* #66 and precedes his appearance, behind the scenes, in *Batman* #415)

Clayface III (last seen, behind the scenes, in *Batman* #415; behind the scenes in this story; also appears in flashback which follows his appearance in *Swamp Thing* #66 and precedes his appearance, behind the scenes, in *Batman* #415)

Two-Face (last seen in *Batman* #415; behind the scenes in this story; also appears in flashback which follows his appearance in *Detective Comics* #581, and precedes his appearance in *Batman* #415)

Joker (last seen in *Batman* #415; also appears in flashback which follows his appearance in *Millennium* #2 and precedes his appearance in *Batman* #415)

Scarecrow (last seen in *Batman* #415; also appears in flashback which follows his appearance in *Detective Comics* #571 and precedes his appearance in *Batman* #415)

Tweedledum and **Tweedledee** (both last seen, behind the scenes, in *Batman* #415; both behind the scenes in this story; both also appear in flashback which follows their appearance in *Batman* #400 and precedes their appearance, behind the scenes, in *Batman* #415)

Riddler and **Mr. Freeze** (both last seen in *Batman* #415; both behind the scenes only; both also appear, behind the scenes, in flashback which follows their appearance in *Batman* #400 and preceds their appearance in *Batman* #415)

Psycho-Pirate II (last seen, behind the scenes, in *Batman* #415; behind the scenes only; also appears, behind the scenes, in flashback which follows his appearance in *Millennium* #2 and precedes his appearance, behind the scenes, in *Batman* #415)

Dr. Wetson (last chronological appearance, behind the scenes, in *Millennium* #1; incorrectly referred to as Dr. Jaeger in this story; appears in flashback only; next chronological appearance in *Millennium* #3)

Guest Appearances

Commissioner Gordon (last chronological appearance in *Detective Comics* #582; appears next in *Batman* #417)

Robert Huntoon (in between *Swamp Thing* #66 and #70)

Other Characters

Arkham Asylum guards (last seen in *Batman* #415; also appear in flashback which follows their appearance in *Swamp Thing* #66 and precedes their appearance in *Batman* #415)

Arkham Asylum doctor and attendants (last seen, behind the scenes, in *Batman* #415; also appear in flashback which follows their appearance in *Millennium* #2 and precedes their appearance, behind the scenes, in *Batman* #415)

Gotham City police officers (last seen in *Batman* #415)

Cameo Appearances

Atom, Jean Loring, an Ivy Town judge, Maya, and **the inhabitants of Floria** (in flashbacks to *The Atom* #1 and #24)

Green Lantern (Hal Jordan), Itty, Superman, Batman, Wonder Girl (see third Comment below), **Monitor, Anti-Monitor, Swamp Thing, General Sunderland, Herupa Hando Hu, Nadia Safir, John Constantine,** and **the citizens of an unnamed city** (all in flashbacks)

Secret Society of Super-Villains (Wizard, Grodd, Blockbuster, Reverse-Flash, Star Sapphire, Psycho-Pirate II, Rag Doll, and **Mist**; all in flashbacks)

Adam West and **Burt Ward** (behind the scenes, on TV, as Batman and Robin)

Comments

This story incorporates material from *The Atom* #1 and #24, *The Flash* #245 and #246, *Secret Society of Super-Villains* #11–15, *Justice League of America* #166–168, 195–197, and *Saga of the Swamp-Thing* #22–24.

This story consists of three sections: a flashback featuring Croc, Floronic Man, and the staff and inmates of Arkham Asylum, a second flashback to Floronic Man's narration of his origin to Croc, and a scene in Arkham Asylum on the day after Floronic Man's escape. The events of *Batman* #415 takes place in between the first and second flashbacks.

Wonder Girl, rather than Wonder Woman of Earth-1, is revealed as having battled the Secret Society of Super-Villains in post-Crisis continuity in this story.

Synopsis

As he sits in his wheelchair, in his cell in Arkham Asylum for the Criminally Insane, paralyzed by nerve gas exposure, Killer Croc reminisces about the stories told to him by his fellow prisoner, the Floronic Man.

The Floronic Man was originally Jason Woodrue, a human of the other-dimensional world of Floria, whose inhabitants included wood nymphs, dryads, nereids, sprites, satyrs, centaurs, minotaurs, and other creatures thought to be mythical on Earth. Although Woodrue, now insane, sees himself as a heroic revolutionary, he had actually attempted to usurp the rightful rule of Maya, Floria's queen, and was sentenced to exile on Earth.

As the Plant-Master, Woodrue used his ability to control plant life to battle the Atom, who, allied with Maya, defeated him on more than one occasion. Eventually, Woodrue created an elixir which transformed him into a humanoid plant-being and called himself the Floronic Man. In this form he was defeated by Green Lantern.

After years in prison, Woodrue retired from crime to the quiet life of a horticulturalist, hiding his inhuman identity beneath a disguise. Before long, however, he was recruited by the Secret Society of Super-Villains, with whom he battled the Justice League of America and other heroes.

Once again employed as Dr. Jason Woodrue, the Floronic Man was drawn into conflict with the Swamp Thing, who foiled his attempt to have plant life take over the world. He was then sentenced to Arkham Asylum, where he remained until visited by John Constantine, who enabled him to contact the Parliament of Trees, the ruling body of Earth's elementals. It was not until Herupa Hando Hu and Nadia Safir appeared to him and offered him a place among the Chosen, however, that the Floronic Man saw his chance for freedom.

Croc rouses from his musings to discover that he is slowly healing from the damage done by the nerve gas and is regaining his ability to move. He keeps this secret from his attendants, and from Commissioner Gordon, who arrives to question him, since he cannot share it with his friend Woodrue, who escaped from the asylum the day before.

Young All-Stars #9
February 1988

Cover Credits

Artist: **Brian Murray** (Signed)
Letterer: None

Millennium Index

STORY

" ... You Have Nothing to Lose But Your Souls"

(25 Pages)

Credits

Editors: **Roy Thomas** and **Greg Weisman**
Plotters, scripters: **Roy Thomas** and **Dann Thomas**
Penciller: **Brian Murray** (layouts)
Inker: **Malcolm Jones III** (finished art)
Letterer: **Jean Simek**
Colorist: **Gene D'Angelo**

Feature Characters

"Iron" Munro, Fury, and **Neptune Perkins**

Flying Fox, Dyna-Mite, and **Tsunami** (all appear only briefly in this story)

Sandy (last seen in issue #7; appears only briefly in this story)

Tigress (real name, Paula Brooks, and origin revealed in this story; voted a provisional member of the All-Star Squadron in this story)

Guest Stars

Green Lantern (Alan Scott; next chronological appearance in *All-American Comics* #41)

Manhunter (Paul Kirk; next chronological appearance in *Adventure Comics* #77)

Villains

Baron Blitzkrieg and **Major Zwerg** (both last seen in *All-Star Squadron* #46)

Lt. Commander Junack and **his men** (first and only appearance to date; a Nazi submarine crew)

Guest Appearances

Air Wave, Crimson Avenger, and **Wing** (all last seen in issue #3; next chronological appearance of all in *Detective Comics* #66)

Atom (last seen in issue #7; next chronological appearance in *All-American Comics* #41)

Amazing-Man, Firebrand II, and **Tarantula** (all last seen in issue #7)

Dr. Fate (last seen in issue #3; his helmet and cloak miscolored white in this story; next chronological appearance in *More Fun Comics* #82)

Dr. Mid-Nite (last seen in issue #3; next chronological appearance in *All-American Comics* #41)

Flash (last seen in issue #3; next chronological appearance in *Flash Comics* #32)

Hawkman (last seen in issue #7; next chronological appearance in *Flash Comics* #32)

Johnny Quick (last seen in issue #3; his mask miscolored blue in this story; next chronological appearance in *More Fun Comics* #82)

Liberty Belle (last seen in issue #6)

Manhunter (Dan Richards; next chronological appearance in *Police Comics* #14)

Sandman, Shining Knight, and **Starman** (all last seen in issue #3; teamed with Green Lantern, Manhunter (Paul Kirk), the Young All-Stars, and the above fourteen characters as **the All-Star Squadron**; next chronological appearance of all in *Adventure Comics* #77)

The Spirit of the Green Flame

Other Characters

Maria (last name not revealed; first and only appearance to date; Celia Windward's future grandmother)

Father Hanley (name misspelled Hanely once in this story; first and only appearance to date; a black Roman Catholic priest)

Cameo Appearances

Shigeru Yakata (name and identity as Takeo Yakata's father revealed in this story)

Katy Kalmaku (name and identity as Tom Kalmaku's mother revealed in this story)

Takeo Yakata, Tom Kalmaku, and **Celia Windward**

Comment

This story confirms the revelation that "Iron" Munro's natural father was Hugo Danner, the protagonist of Philip Wylie's 1930 science fiction novel *Gladiator*, which in turn was a possible inspiration to Jerry Siegel and Joe Shuster in their creation of Superman. Prof. Daniel Hardin, said to have given Danner's diary to Father Hanley in this story, is also a character in Wylie's novel.

Synopsis

When Maria, a young black girl from an orphanage on Moraga, an island near Jamaica, runs off to swim in a nearby cove, she is surprised and captured by Nazi sailors under the command of the All-Star Squadron's foe, Baron Blitzkrieg. The Nazis are in turn surprised by the sudden appearance of Green Lantern, who attempts Maria's rescue. After a brief battle, though, a lucky blow with a wooden gunbutt knocks GL unconscious, and both he and the girl are taken prisoner.

Meanwhile, the Young All-Star team of Iron Munro, Fury, and Neptune Perkins, together with the Paul Kirk Manhunter, are en route to the area, when they discover the young costumed crusader who styles herself the Tigress as a stowaway aboard their aircraft. She reveals that she is actually Paula Brooks, a Brooklyn college freshman, who has always idolized big-game hunter Paul Kirk and has deduced his double identity as Manhunter. Having studied archery and jujitsu, she has adopted her own masked persona in hope of having him sponsor her for All-Star Squadron membership. Although Manhunter and the young teammates initially take a dim view of her activities, they allow the Tigress to accompany them to their destination.

Arriving, the All-Stars meet Father Hanley, a Harlem-born priest, proprietor of the local orphanage, who requests their aid in locating the missing Maria and informs them that many Nazi U-boats have been sighted in the area. The heroes soon come upon Baron Blitzkrieg and his men

in the process of transporting Green Lantern and Maria aboard their submarine. Neptune Perkins's ability to command dolphins, previously unsuspected by his teammates, upsets the Nazis' plans, and the skills of Manhunter and Tigress keep Blitzkrieg's men busy while Fury and Iron Munro match powers with the Baron himself. When Green Lantern recovers and joins the battle, Baron Blitzkrieg, realizing he is outmatched, blows up his own U-boat and escapes under cover of the explosion.

Green Lantern retains no memory of his seemingly senseless actions of the last few days, even when the entire group, and the Young All-Star team that had accompanied the Dan Richards Manhunter, return to All-Star Squadron HQ. The Spirit of the Green Flame which energizes GL's power ring then immobilizes the assembled heroes and enlightens them: the Japanese prisoner-of-war, one of the Inuit inhabitants of Attu, and the girl Maria, whose lives GL has directly or indirectly saved, are destined to become the parents or grandparents of members of the Chosen, participants in the Oans' Millennium Project. (Presumably, because the Spirit of the Green Flame is a part of the Starheart in which the Guardians of the Universe once stored the magical energy of the universe, it reacted to the dictates of the Oans' master plan.) The power ring then erases these revelations from the All-Stars' minds, but leaves them with the conviction that Green Lantern should not be held responsible for his actions.

As the Squadron elects the Tigress a provisional team member, Am Munro opens a satchel given him by Father Hanley, to discover that it contains the personal journal of Hugo Danner, his father.

Millennium #7
February 1988 (Week 7)

Cover Credits

Artists: **Joe Staton** (penciller) and **Bruce Patterson** (inker) (Signed)
Letterer: **Gaspar Saladino**

STORY

"Down" (23 pages)

Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Steve Englehart**
Penciller: **Joe Staton**
Inker: **Ian Gibson**
Letterer: **Bob Lappan**
Colorist: **Carl Gafford**

Feature Characters

Herupa Hando Hu and **Nadia Safir** (both last seen, behind the scenes, in *Blue Beetle* #21)

Floronic Man (last seen in *Blue Beetle* #21; appears next in *Green Lantern Corps* #221)

Celia Windward (last seen, behind the scenes, in *Blue Beetle* #21; appears next in *The Adventures of Superman* #437)

Xiang Po (last seen, behind the scenes, in *Blue Beetle* #21; appears next in *Booster Gold* #25)

Betty Clawman (last seen, behind the scenes, in *Blue Beetle* #21; appears next in *Infinity, Inc.* #47)

Gregorio de la Vega, Tom Kalmaku, and **Takeo Yakata** (all last seen, behind the scenes, in *Blue Beetle* #21; all appear next in *Green Lantern Corps* #221)

Guest Stars

Aqualad, Green Arrow, Guy Gardner, and **Wonder Woman** (all last seen, behind the scenes, in *Blue Beetle* #21)

Aquaman, Batman, and **Mr. Miracle** (all last seen in *Blue Beetle* #21)

Arisia, Driq, and **Katma Tui Stewart** (all appear next in *Green Lantern Corps* #221)

Black Canary (last seen, behind the scenes, in *Blue Beetle* #21; appears next in *Booster Gold* #25)

Blue Beetle (last seen in *Blue Beetle* #21; appears next in *Booster Gold* #25)

Booster Gold, Harbinger, and **Martian Manhunter** (all appear next in *Booster Gold* #25)

Brainwave, Hourman II, Jade, Mr. Bones, Nuklon, Obsidian, Skyman, and **Wildcat II** (all last seen, behind the scenes, in *Blue Beetle* #21; all appear next in *Infinity, Inc.* #47)

Captain Atom, Dr. Fate II, Firestorm, Hawkman, and **Hawkwoman**

Dr. Midnight (in between *Infinity, Inc.* #46 and #47)

Millennium Index

Flash III (in between *Flash* (second series) #9, page 5, panels 6 and 7)

Hal Jordan (last seen in *Superman* (second series) #14; appears next in *Green Lantern Corps* #221)

John Stewart (last seen, behind the scenes, in *Blue Beetle* #21; appears next in *Green Lantern Corps* #221)

Kilowog (last seen in *Blue Beetle* #21; appears next in *Green Lantern Corps* #221)

Superman (last seen in *Superman* (second series) #14; appears next in *Action Comics* #597, pages 1 through 15)

Villains

The Grandmaster (last seen in *Blue Beetle* #21; presumably destroyed, behind the scenes, in this story)

The Manhunters (last seen in issue #4; most destroyed in this story; some appear next in *Teen Titans Spotlight* #19)

Marcie Cooper (in between *Infinity, Inc.* #46 and #47)

Dirk Davis (behind the scenes and presumably destroyed in this story)

Pan's Manhunter replacement (last seen in issue #1; destroyed in this story)

Lex Luthor (last seen in *Superman* (second series) #13; behind the scenes in this story; appears next in *The Adventures of Superman* #437)

Guest Appearance

Tegra Kalmaku (last seen, behind the scenes, in *Blue Beetle* #21)

Other Character

Cynthia (last seen in *Superman* (second series) #10; behind the scenes in this story; appears next in *The Adventures of Superman* #437)

Synopsis

The super-heroes undertake perilous voyages on two fronts. Restored to their normal forms, the twelve heroes who journeyed into space find Dr. Fate incapable of magically transporting them home, so the Green Lanterns form a sphere around the others and the fastest fliers among the group power it toward Earth. Harbinger, however, senses renewed peril to their homeworld, and teleports herself from their midst.

The rest of the heroes, aboard the Sunspore probe, are en route to the Manhunters' final stronghold beneath the Earth's surface. As they arrive at a juncture enclosed in a force-field and locate a tunnel into the Manhunter base, Harbinger suddenly appears among them.

Meanwhile, the Chosen have undertaken physical training to equal the mental preparations for their transformation. The Guardian and the Zamaron are enthusiastic in praise of their progress, but Tegra Kalmaku bursts into tears as she sees her husband turning into a stranger before her eyes.

Far underground, the remaining Manhunters, with both their main temple on Earth and their home planet destroyed, prepare to make their last stand. Booster Gold and a phalanx of Manhunters guard a device intended to destroy the Earth should they lose the final battle, thus ensuring the demise of the Chosen, even if the Manhunters themselves must also perish. The heroes overhear their plans, but then are ambushed by a second group of their robotic foes.

Wonder Woman faces the Pan Manhunter in solo combat, but the android satyr, encircled by the magic lasso, deliberately flees until the unbreakable rope tightens about him and cuts him in two. Flash, Batman, Green Arrow, Harbinger, the Justice League, the Green Lanterns, and the Infinitors all strike telling blows against the enemy forces, until finally the Grandmaster, sensing imminent defeat, commands that they must detonate the bomb which will destroy the Earth. None of the heroes can reach the Manhunter nearest the detonator in time, but Booster Gold unexpectedly blasts the android, then holds off the others who attempt to replace him. As the Manhunters fall, one by one, Marcie Cooper, the Harlequin, slips away in the confusion.

The battle is won. Booster claims merely to have been infiltrating the enemy ranks, but the other heroes refuse to believe his story, and they take him into custody.

No sooner is the struggle over than the rest of the super-heroes return from space. Before they can do more than exchange greetings, the images of Herupa and Nadia appear and summon them back to the GL Citadel. Before the Chosen can be transformed, the Oans state, they must each return for a brief time to the outside world, accompanied by the heroes.

As Celia Windward investigates a suspicious limousine parked down the hill, and Infinity, Inc. prepares to accompany Betty Clawman, a bitter Booster Gold flies off with Xiang Po.

Adventures of Superman #437
February 1988

Cover Credits

Artist: **Jerry Ordway** (Signed "Da Ordster")
Letterer: **Gaspar Saladino**

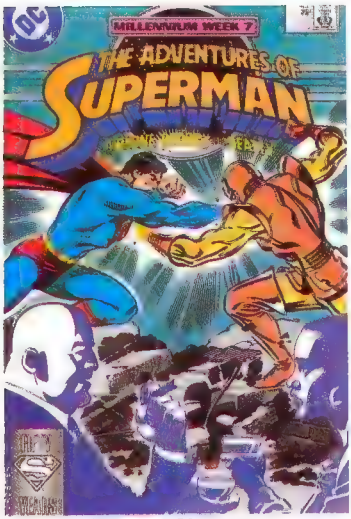
STORY

"Point of View" (22 pages)

Credits

Editor: **Michael Carlin**
Co-plotter, scripter: **John Byrne**
Co-plotter, penciller: **Jerry Ordway**
Inker: **John Beatty**
Letterer: **Albert de Guzman**
Colorist: **Anthony Tollin**

Millennium Index



Feature Character

Superman (last chronological appearance in *Millennium* #8; next chronological appearance in *Action Comics* #597, pages 20 through 22)

Guest Star

Celia Windward (in between *Millennium* #7 and #8)

Supporting Character

Lois Lane (in between *Action Comics* #595 and #597)

Villains

Lex Luthor (last seen, behind the scenes, in *Millennium* #7)

Combattor (Henry Lawrence Chin; name revealed in next issue; last seen in issue #433; dies in this story; see Comment below)

Other Characters

Gangbuster (last seen in issue #434; appears next, as Jose Delgado, in *Action Comics* #597)

Cynthia (last seen, behind the scenes, in *Millennium* #7)

The staff of a Los Angeles restaurant (first and only appearance to date)

The citizens of Metropolis (last seen in *Action Comics* #595; appear next in *Booster Gold* #25)

Cameo Appearances

Mr. X, Buz Sawyer, and **Roscoe Sweeney** (as theatregoers)

Comment

Combattor, a product of Luthor's Project: Synapse, wears a uniform identical to that of Synapse, a villain seen in Superman's Circle-induced hallucination in issue #427. Whether Superman has fought a villain named Synapse in the past (in an as yet unrecorded adventure) or whether he was receiving a blurred glimpse of the future is not yet known.

Synopsis

On impulse, Celia Windward leaves the Green Lantern Corps Citadel to investigate a limousine parked nearby. Its occupant, Lex Luthor, invites her into town for a meal and conversation, and Celia, her curiosity aroused, accepts.

Over dinner, Luthor unwinds his tale of a hypothetical battle between Superman and a costumed villain called Combattor, using his story to illustrate what he sees as the danger inherent in the existence of powerful so-called "heroes" like the Man of Steel. He concludes by asserting that the entire Millennium Project, dependent on the supposed inherent inner nobility of mankind, is a sham.

At the same time, as Lois Lane meets social worker Jose Delgado for a movie date, the theatre is attacked by the real Combattor. Endangering lives and destroying property, Combattor seizes Lois as a hostage to lure Superman into battle. It is not Superman who answers his challenge, however, but Delgado, in his costumed identity as Gangbuster.

Despite his lack of super-powers, Gangbuster makes a surprisingly strong stand against his super-strong, armored opponent, causing him to free Lois and preventing him for injuring the surrounding crowd. Finally, using a small device from within his costume, Gangbuster shocks Combattor, and the super-villain sways, then collapses, dead of heart failure. Unfortunately, Gangbuster is terribly injured in the battle, losing the use of his legs.

Later, Superman accosts Luthor in his Metropolis office and throws Gangbuster's helmet at his feet. He tells the villain he knows that Luthor is responsible for Combattor's creation, and he suggests that Gangbuster's selfless action is a far stronger argument in favor of heroism than Luthor's talk with Celia was against it.

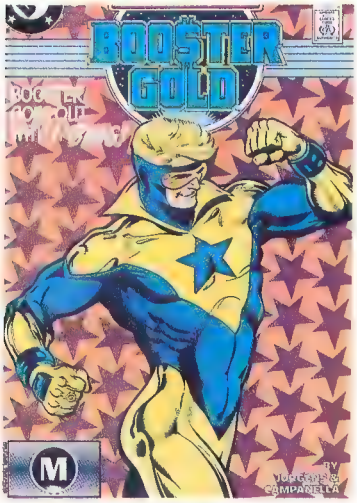
Booster Gold #25
February 1988

Cover Credits

Artists: **Dan Jurgens** (penciller) and **Ty Templeton** (inker)

Letterer: **Gaspar Saladino**

Millennium Index



STORY

"The End" (22 pages)

Credits

Editor: **Barbara Randall**
Plotter, scripter, penciller: **Dan Jurgens**
Inker: **Robert Campanella**
Letterer: **Steve Haynie**
Colorist: **Gene D'Angelo**

Feature Character

Booster Gold (in between *Millennium* #7 and #8)

Guest Star

Xiang Po (in between *Millennium* #7 and #8)

Supporting Characters

Trixie Collins and **Skeets**

Guest Appearances

Blue Beetle, Black Canary, Harbinger, and **Martian Manhunter** (all in between *Millennium* #7 and #8)
Rip Hunter (last seen in issue #16)

Other Characters

A Metropolis Airport guard (first and only appearance to date)
"Chase One" (a Lexcorp jet pilot) and **"Ground Hog"** (his ground controller; first and only appearance of both to date)
The citizens of Metropolis (last seen in *The Adventures of Superman* #437; appear next in *Superman* (second series) #15)

Cameo Appearance

Jane Fonda (on a videotape)

Comment

This is the last issue of *Booster Gold*.

Synopsis

After Harbinger informs J'onn J'onzz that Booster Gold is in fact a descendant of the Chosen and that his presence in the 20th century, rather than his own future era, is essential to his survival, the Martian Manhunter, Black Canary, and Blue Beetle seek out the missing Booster and Xiang Po at the former's headquarters. There they discover to their dismay that the distraught crusader has destroyed his home, discarded his uniform, and departed, accompanied by Xiang.

On a walking tour of Metropolis, Booster and Xiang face violence from bystanders who recognize the civilian-clad hero as the supposed traitor within the Justice League. Then, when Booster attempts to take off in his private plane, he is informed that his company has sold the craft to Lex Luthor's corporation without his authorization. Booster takes the plane regardless, but is soon shot down by a Lexcorp pursuit jet. Luckily, Booster has retained his flight ring, and he and Xiang escape unharmed.

Seeking out his friend, Rip Hunter, Booster then attempts to return to his own century, but Hunter unfortunately does not currently possess a functioning time machine. Xiang protests that Booster should remain and try to solve his problems, but he is unconvinced, until his three Justice League teammates arrive, together with his robot companion, Skeets, to tell him that they believe the real reason he joined the Manhunters and that he is still a full-fledged JLI member.

Much later, Trixie Collins receives a visitor. Booster has come to say goodbye and that he intends to leave Metropolis and start his career over elsewhere.

Green Lantern Corps #221
February 1988

Cover Credits

Artists: **Joe Staton** (penciller) and **Bruce Patterson** (inker)

STORY

"Diversions" (22 pages)

Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Steve Englehart**
Penciller: **Joe Staton**

Millennium Index

Inker: **Mark Farmer**
Letterer: **Agustin Mas**
Colorist: **Anthony Tollin**

Feature Characters

Hal Jordan, John Stewart, Katma Tui Stewart, Kilowog, Arisia, and **Driq** (all in between *Millennium* #7 and #8)

Guest Stars

Gregorio de la Vega and **Takeo Yakata** (both in between *Millennium* #7 and #8)

Floronic Man (changes his name to **Floro** in this story; in between *Millennium* #7 and #8))

Supporting Characters

Tom Kalmaku (in between *Millennium* #7 and #8)

Jack Jordan (last seen in the Air Wave story in *Action Comics* #533)

Jim Jordan, Sue Jordan, and **Howard Jordan** (all last seen in *Green Lantern* (second series) #101)

Mrs. Stewart (last seen in issue #212)

Villains

Sinestro (appears next in *Millennium* #8)

Myrwhydden (last seen in *Green Lantern* (second series) #164; appears next in *Millennium* #8)

Other Characters

Three prisoners on planet Oa (all last seen in *Tales of the Green Lantern Corps Annual* #2)

The citizens of Detroit (last seen in issue #212)

Baseball teams and **citizens of Lima, Peru** (first and only appearance to date)

Cameo Appearance

Goitrude (in flashback to *Green Lantern* (second series) #52)

Synopsis

The female members of the Chosen having departed with the other super-heroes, the Green Lantern Corps prepares to escort the male contingent on their return to the outside world. Tom Kalmaku, however, declines their invitation, and decides to remain behind. Takeo Yakata and the Floronic Man elect to accompany John and Katma Stewart and Hal Jordan to visit their respective families, while Gregorio de la Vega accompanies Arisia and Kilowog to the moon to check on their prisoner, Sinestro, then to a baseball game in Peru.

While the decidedly odd trio of Earth's familiar Green Lantern, the Floronic Man (who now calls himself "Floro"), and Driq share a typical California afternoon with Hal's brothers Jack and Jim and the latter's family, a tornado suddenly appears, which the two Emerald Crusaders swiftly neutralize. In Detroit, as the married GLs and Takeo visit John's mother, an earthquake strikes, and the Green Lanterns counter its effects and rescue its victims. Then, in Peru, the basball game is menaced by a rain of fire, which Kilowog and Arisia halt. As a result of having unleashed these threats, Myrwhydden, the diminutive evil wizard, is able to escape his prison cell on the planet Oa.

Myrwhydden then appears in California to briefly battle Hal and Driq, then in Detroit to skirmish with John and Katma, but by the time he materializes in Peru, Arisia and Kilowog have been warned by Hal, and have sent their energy-twin forms to Oa to investigate the mage's escape.

Joining forces and logically examining the pattern of Myrwhydden's attacks, the Green Lanterns and the Chosen correctly deduce that Myrwhydden's actions are dictated by his ally, Sinestro. The renegade GL had tapped the heroes' power, transmitting it to the wizard, who used it to create menaces on Earth, causing the GLs to unleash still more power, which Sinestro also tapped and sent to Myrwhydden, finally enabling him to escape. Now Myrwhydden returns the favor by freeing Sinestro from his bonds on the moon, but the Green Lanterns immediately appear and easily best the alien magician. Kilowog is again tempted to kill the powerless Sinestro, but Takeo unexpectedly settles the matter by subduing Sinestro with his martial arts.

With both villains now safely imprisoned once more, the Green Lanterns and the Chosen return to Earth.

Millennium Index

Infinity Inc. #47
February 1988

Cover Credits

Artist: **Vince Argondezzi** (Signed)
Letterer: **Gaspar Saladino**

STORY

"Outback and Back in Beverly Hills" (27 pages)

Credits

Editors: **Roy Thomas** and **Greg Weisman**
Plotters, scripters: **Roy Thomas** and **Dann Thomas**
Penciller: **Vince Argondezzi**
Inker: **Tony DeZuniga**
Letterer: **Jean Simek**
Colorist: **Liz Berube**

Feature Characters

Skyman, Nuklon, Jade, Obsidian, Brainwave, Wildcat II, and **Hourman II** (all in between *Millennium* #7 and #8)

Dr. Midnight (appears only as Dr. Beth Chapel; in between *Millennium* #7 and #8)

Guest Stars

Betty Clawman (in between *Millennium* #7 and #8)
Dan Richards
Tasmanian Devil (last seen in issue #37)

Supporting Characters

Mr. Bones (in between *Millennium* #7 and #8)
Molly Mayne Scott and **Solomon Grundy**
Trouble (last seen in issue #42)

Villain

Harlequin III (last seen in *Millennium* #7)

Other Characters

A nurse, an Australian bartender, and **an Australian aboriginal tribe** (first and only appearance of all to date)

Cameo Appearance

Thor (as an illusion)

Synopsis

Infinity, Inc. and Betty Clawman, together with a recovered Dan Richards, visit Molly Scott in her hospital room, as she recuperates from the broken arm and fractured leg she sustained in the car crash caused by Marcie Cooper, the new Harlequin.

Then a contingent consisting of Nuklon, Wildcat, Hourman, and Mr. Bones flies Betty back to her native Australia in the Star-Rocket Racer. Arriving in the outback, they stop at a tavern suggested by Wildcat, where they meet the Tasmanian Devil, the Australian member of the Global Guardians, whom Wildcat has arranged to have accompany them.

The super-heroes soon meet Betty's aboriginal tribe, who are impressed with the colorful costumes and powers of the male heroes, but who all but ignore Wildcat. Excluded from witnessing one of the tribe's secret ceremonies, which are for men only, Wildcat passes the time by touring the caves inside nearby Ayers Rock. Suddenly, the bizarre paintings on the cave walls seem to come alive and menace Wildcat, until Betty appears and causes them to recede and seemingly become mere paintings again. For all her former boredom with their errand, Wildcat is visibly impressed with this experience, and when the men return, the Infinity members depart.

Back in Los Angeles, a retiring Todd Rice is approached by his sister Jennie-Lynn, who quickly proves to be Marcie Cooper in one of her illusion-disguises. A battle erupts between Obsidian and the Harlequin, who has escaped the other super-heroes' final battle with the remaining Manhunters. The real Jade joins the fight, but Marcie prevails and is about to kill the twins when Dan Richards enters, armed with a handgun. The Harlequin tricks her grandfather with another illusion, and is about to shoot him with his own weapon when Jade recovers and tries to stop her. As a result, Marcie's shot goes slightly astray, only wounding Richards. Marcie herself falls, striking her head, and is knocked out, while Richards smashes the Harlequin glasses before blacking out.

Millennium Index

Millennium #8
February 1988 (Week 8)

Cover Credits

Artist: **Joe Staton**
Letterer: **Gaspar Saladino**

STORY

"The Rising and Advancing of Ten Spirits"
(23 pages)

Credits

Editor: **Andrew Helfer**
Plotter, scripter: **Steve Englehart**
Penciller: **Joe Staton**
Inker: **Ian Gibson**
Letterer: **Bob Lappan**
Colorist: **Carl Gafford**

Feature Characters

Herupa Hando Hu and **Nadia Safir** (both die in this story)

Gloss (Xiang Po; last seen in *Booster Gold* #25; appears next in *Teen Titans Spotlight* #19)

RAM (Takeo Yakata) and **Extraño (Gregorio de la Vega**; both last seen in *Green Lantern Corps* #221; both appear next in *Teen Titans Spotlight* #19)

Betty Clawman (last seen in *Infinity, Inc.* #47; becomes one with the Earth in this story; appears next, behind the scenes, in *Teen Titans Spotlight* #19)

Jet (Celia Windward; last seen in *The Adventures of Superman* #437; appears next in *Teen Titans Spotlight* #19)

Floro (last seen in *Green Lantern Corps* #221; appears next, behind the scenes, in *Teen Titans Spotlight* #19)

Tom Kalmaku (last seen in *Green Lantern Corps* #221; quits **the Chosen** in this story)

Nikolai Latikov (last seen in issue #3; as a spirit)

Salima Baranizar (last seen in *Blue Beetle* #20; as a spirit)

Guest Stars

Aqualad and **Aquaman** (both appear next in *Aquaman Special* #1)

Arisia, Driq, John Stewart, Katma Tui Stewart, and **Kilowog** (all last seen in *Green Lantern Corps* #221; all appear next, behind the scenes, in *Firestorm* (second series) #69)

Batman, Captain Atom, Mr. Miracle and **Wonder Woman** (all appear next in *Firestorm* (second series) #69)

Black Canary, Blue Beetle, Booster Gold, and **Martian Manhunter** (all last seen in *Booster Gold* #25; all appear next in *Blue Beetle* #22)

Brainwave, Dr. Midnight, Hourman II, Jade, Mr. Bones, Obsidian, Skyman, and **Wildcat II** (all in between *Infinity, Inc.* #47 and #49)

Firestorm (appears next in *Firestorm* (second series) #69)

Flash III (last seen in *Flash* (second series) #9, page 9; appears next in *Firestorm* (second series) #69)

Green Arrow (next chronological appearance in *Green Arrow* (second series) #5)

Guy Gardner (appears next in *Blue Beetle* #22)

Hal Jordan (last seen in *Green Lantern Corps* #221; appears next in *Firestorm* (second series) #69

Harbinger (last seen in *Booster Gold* #25; appears next in *Teen Titans Spotlight* #19)

Hawkman and **Hawkwoman**

Nuklon (in between *Infinity, Inc.* #47 and #48)

Superman (last seen in *Action Comics* #597, page 15; appears next in *The Adventures of Superman* #437)

Villains

Janwillem Kroef (last seen in issue #6)

Myrwydden and **Sinestro** (both in between *Green Lantern Corps* #221 and #222)

Darkseid (last seen in *Action Comics* #593; appears next in *Superman* (second series) #16) and **his minion** (first and only appearance to date)

Guest Appearances

Adam Strange (last seen in *Swamp Thing* #61)

Artemis and **Athena** (both in between *Wonder Woman* (second series) #13 and #14)

Challengers of the Unknown (Red Ryan, Prof

Haley, Ace Morgan, and **Rocky Davis**; all last seen in *Secret Origins* (second series) #12)

Creeper (last seen, as Jack Ryder, in *Justice League International* #8)

Deadman (last seen in *Swamp Thing* #55; appears next in *The Spectre* (second series) #11)

Dr. Fate II (behind the scenes in this story; appears next in *The Spectre* (second series) #11)

Demon (last seen in *The Demon* (second series) #4)

Highfather (last seen in *Warlord Annual* #6) and **two New Gods of New Genesis** (first and only appearance to date)

The Parliament of Trees (last seen in *Swamp Thing* #69)

Phantom Stranger (last seen in *Phantom Stranger* (third series) #4; appears next in *The Spectre* (second series) #11)

Sarge Steel (last chronological appearance in *Superman Annual* (second series) #1)

Spectre (last seen, behind the scenes, in issue #5; appears next in *The Spectre* (second series) #11)

Other Characters

Tegra Kalmaku

Keith Kalmaku and **Kari Kalmaku** (both last seen, behind the scenes, in *Blue Beetle* #21)

Two South African government officials (first and only appearance to date)

Synopsis

The Manhunters are defeated, the Chosen have returned to the Green Lantern Citadel, and the Guardian and the Zamaron are ready to bring the Millennium Project to fruition at last.

One by one, each of the candidates stands before Herupa and Nadia, who now appear extremely aged and fragile, and is bathed in the green light of the Guardians and the purple light of the Zamarons. Xiang Po becomes Gloss, who can draw strength and skill from the Earth itself. Takeo Yakata becomes RAM, an acronym for Random Access Memory, a living computer-being. Gregorio de la Vega becomes Extraño, from the Spanish word for "strange", a self-described "witch". Betty Clawman, instead of transforming into another being, steps down into the ground and disappears, becoming one with the Earth itself, and remaining in contact with the others through Extraño. Celia Windward becomes Jet, able to control the Earth-forces of sound, light, and electromagnetism.

As the transformations continue, Herupa and Nadia become progressively weaker and seem on the verge of collapse. Hal Jordan and Mr. Miracle try to help them, but the immortals brush them aside. Floro, the former Floronic Man, being already transformed, does not need the Oans' infusion of power. At last only Tom Kalmaku is left, and he refuses to accept the change, choosing his own responsibilities as a family man. The Oans, the other Chosen, and even Hal finally accept his decision. Herupa and Nadia offer Harbinger a place among the Chosen, but she too refuses, and departs to pursue her own destiny. The Guardian and the Zamaron then bestow Tom's power on him in a "latent form", which they say will protect him if need be. As Tom questions from whom the Chosen might need protection, in South Africa Janwillem Kroef, the renegade chosen one, prepares to use the knowledge he has gained from the beneficent aliens against the forces of change which they espouse and he despises.

Finally, their work done, Herupa Hando Hu and Nadia Safir collapse, and die. Their mission completed, Earth's super-heroes welcome the Chosen and then depart the Green Lantern Corps Citadel to return to their own pursuits.

The Spectre (second series) #11
February 1988

Cover Credits

Artist: **Jerry Bingham** (Signed)

Letterer: Typography

STORY

"Housewarming Party" (24 pages)

Millennium Index

Credits

Editor: **Robert Greenberger**
Plotter, scripter: **Doug Moench**
Penciller, inker: **Gray Morrow**
Letterer: **Agustin Mas**
Colorist: **Adrienne Roy**

Feature Character

Spectre (last seen in *Millennium* #8)

Guest Stars

Ben Turner (last seen, as Bronze Tiger, behind the scenes, in *Suicide Squad* #10)

Deadman (last seen in *Millennium* #8; appears next in *The Spectre Annual* #1)

Dr. Fate II (last seen, behind the scenes, in *Millennium* #8)

Enchantress (in between *Suicide Squad* #8 and #11)

Gentleman Ghost (last seen in *The New Teen Titans* (second series) #40)

Phantom Stranger (last seen in *Millennium* #8)

Zatanna (last seen in issue #8)

Supporting Characters

Jim Corrigan and **Kim Liang** (both last seen in *Millennium* #8)

Madame Xanadu (last seen in issue #9)

Villains

Deschanta, Winston Scullis, and **the Cult of the Blood-Red Moon** (all last seen in issue #3)

Guest Appearances

Baron Winters (last seen in *Swamp Thing* #50) and **Merlin** (last seen in *Swamp Thing* #49)

Other Characters

A real estate agent, a female TV reporter, and **two New York Police helicopter pilots** (first and only appearance of all to date; **Ed** named in this story)

A group of gay protestors (first and only appearance to date)

A seven-headed apparition (first and only appearance to date)

The citizens of New Jersey

Synopsis

When the Spectre vanishes during a conversation and Madame Xanadu leaves her parlor with two strangers, Jim Corrigan and Kim Liang investigate and follow Xanadu and her friends to an old house in New Jersey.

Here, the supernatural defenders of the Earth have called a meeting to decide how best to accomplish their goals in the new world that will result from the Millennium Project. The new Dr. Fate and the Phantom Stranger arrive and exchange views with the Spectre; elsewhere, unknown to them, the members of the Cult of the Blood-Red Moon are planning to disrupt their gathering. The Gentleman Ghost turns up, then Madame Xanadu and Zatanna arrive with Ben Turner and June Moone, secretly the Bronze Tiger and the Enchantress of the Suicide Squad, closely followed by Corrigan and Liang. The detective and his secretary attempt to spy on the meeting, but the house itself appears to come alive and deposits them in the midst of the Spectre and his cohorts.

As the magical beings debate the presence of the two mortals, Jim is summoned outside to answer a call on his car-phone, which turns out to be from Baron Winters, who declines to attend the gathering. When Kim tries to prepare food for the guests, she is startled by a seven-headed apparition inhabiting the house, which represents the essences of seven recent murder victims who died there. Deadman puts in an appearance and is entertaining himself by possessing Corrigan's body, when he suddenly realizes that the entire house has been levitated high above the city. The Enchantress begins to rave insanely, and the house pitches toward the streets below.

The Cult, through its member Deschanta, is channelling power through the remains of the men and women whose spirits make up the multi-headed apparition, and is using it to control the Enchantress and thus leviate the house. In the cellar, Madame Xanadu leads the Spectre to the hidden bones of the murder victims. Hidden there, he finds the special ring which Ben Turner uses to control the Enchantress, which had earlier disappeared. Turner replaces the ring, the Encantress returns to normal, and Dr. Fate prevents the house from crashing into a group of gay rights protestors.

The Cult's threat over for the moment, the mystic heroes conclude their meeting, having decided that they must continue to perform their duties as before ... as least for the next thousand years, until mankind achieves its supposed immortality.

Teen Titans Spotlight #19
February 1988

Cover Credits

Artist: **George Perez** (Signed)
Letterer: Typography

STORY

"Once in a Millennium" (22 pages)

Millennium Index

Credits

Editor: **Robert Greenberger**
Plotter, scripter: **Barbara Randall**
Penciller: **Colleen Doran**
Inker: **Dennis Janke**
Letterer: **Todd Klein**
Colorist: **Adrienne Roy**

Feature Character

Starfire (last chronological appearance in *The New Teen Titans* (second series) #44)

Guest Star

Harbinger (last seen in *Millennium* #8)

Villains

The Manhunters (last seen in *Millennium* #7; all destroyed in this story; see Comment below) and **a giant Manhunter construct** (first appearance; destroyed in this story)

Guest Appearances

Extraño, RAM, Gloss, and **Jet** (all last seen in *Millennium* #8)

Betty Clawman and **Floro** (both last seen in *Millennium* #8; both behind the scenes in this story)

Other Characters

A florist shop delivery man, a mountain climber, and **a helicopter pilot** and **co-pilot** (**Jay** named in this story; first and only appearance of all to date)

Cameo Appearances

Wonder Girl, Jericho, and **Wildebeest** (in flashback to *The New Teen Titans* (second series) #36)

Dick Grayson (in photographs)

Pariah and **Monitor** (in flashback)

Comments

Since all detectable Manhunters on Earth are presumed to have been destroyed by the time of this story, it may be that the Manhunters who appear in this story were automatically activated by a prearranged signal, similar to the 30th century reactivation of Laurel Kent. It should be noted, however, that it is entirely possible that all active Manhunters on Earth have not been destroyed. At least one Manhunter agent, Nancy Reagan, remains at large and undetected at the conclusion of *Millennium*.

Synopsis

With Dick Grayson occupied elsewhere, Starfire has the day to herself and flies over the city, enjoying the weather.

Elsewhere, Harbinger meets with the newly-transformed Chosen, who again invite her to join them. Having always been an outsider, first in her service to the Monitor, then while preparing her history of the universe, Harbinger now desires a more normal life, and she fears she will be giving up her chance for such an existence if she joins them. Promising to return soon with her answer, she flies away, using her power to divide into twenty separate bodies.

As one of her selves explores the world, it is attacked by a group of Manhunters. Too weak to defeat the androids, Harbinger summons her other bodies to her.

Starfire spies one of Harbinger's other selves rocketing across the sky and, sensing trouble, follows it, arriving just in time to help repel the androids' attack. After a fierce struggle, the two heroines are victorious, but remain unaware as one of the Manhunters escapes.

Harbinger explains her dilemma, and as the two women fly together, Starfire tries to convince Harbinger that as a being with special powers, she has a responsibility to use them for good. Their conversation is interrupted when the escaped Manhunter reappears, controlling a gigantic Manhunter robot. Starfire pretends to be downed, and Harbinger rallies to defeat and destroy the android unaided.

Convinced at last of her own worth, Harbinger returns to the Chosen and agrees to join them.

Millennium Index

SPECIAL FEATURE: THE TEACHING

Reproduced below is the exact text of the instruction of Herupa Hando Hu, Guardian of the Universe, and Nadia Safir, Zamaron, to the Chosen, as related in *Millennium* #5 by Steve Englehart. The editors feel its inclusion necessary for a full understanding of the story of *Millennium*, but to have incorporated it into the story synopsis of that issue would have disrupted the flow of the plot.

"We are going to explain the universe to you now ...

"Apply this knowledge as you see fit, to your own conception of the natural and supernatural. We provide information, not a creed. Examine it, test it, and decide for yourself what you think of it. If you find it useful, it will take you far. It will carry you into the infinite universe.

"Understand ... this is but the first step on the path that leads to the future. As we progress, you may well lose sight of yourself in the infinite for a time ... and then, there will be more. The universe is expanding ... always there is more. Even for us there is more. So you must know how to travel."

At this point, one of the Chosen interrupts with a question: "You say you provide only information, but you ask us to begin with the idea that the universe is logical."

"Yes. Examine the alternative. Logic demands sequence, and we seem to see reality as following a sequence ... of time, of birth and growth and death, of cause and effect.

"It may be that we are all hallucinating this logical universe, but in that case, everything about us is insubstantial, so we must make the one assumption that what we call reality is real. From that, it follows that reality is logical.

1. "Now, logically, every sequence must begin somewhere. What lies before the beginning, we cannot say ... but one day, in one spot in the midst of nothingness, something begins. A birth of existence, the Big Bang ... we may call it ... ONE."

2. "TWO ... the concept of the Other. One exists, and seems all-encompassing at first, to itself ... but the logical sequence of time soon shows that One actually exists within its surroundings. Before One burst forth, those surroundings were nothing, but after One, they are all that One is not ... the second concept, Two."

3. "Next comes the number THREE. One becomes aware of Two because of the relationship between them. This relationship is shaped by both, and thus is different from each ... and so a new concept comes from their sum. But, not being born directly from the primal nothingness, dependent upon higher forces for its very existence, Three is inherently limited."

4. "But just as Two is all that One is not, so is FOUR the reverse of Three. The nature of nature is sequence, and the limitations of Three cannot be the end. The very nature of nature itself demands another creation. The nature of life demands the number Four."

5. "And yet, all that exists in nature, all that exists in life's logical sequence, must know birth and growth and death. We are far from the purity of One now, and even One is a finite thing against the vast expanse of night. FIVE knows mortality."

6. "The purity of One has unfolded instinctively thus far, but now that the process of life has discovered death, it knows that it can be cut off ... and so it must practice self-preservation. It must make its own personal choices among the five forces it understands, to deal with an unknown future. This is SIX. And Six can be just another number, another finite number ... or Six can be the beginning of a second half to the unfoldment, a conscious half to complement the unconscious half that created Six. Six is in the middle."

7. "The previous concept was choice ... choice in how to best preserve life. The natural impulse is to harmonize with the larger life as much as possible, to trust that its ultimate purpose is beneficent, to expand to meet it, and work with it ... and become one with it again. SEVEN lives in 'the best of all possible worlds'."

8. "Too much striving for harmony can lead to weakness, and weakness cannot preserve life. The natural impulse must, then, be curbed with personal strength. Death and all that might lead the unwary to death must be kept at bay. The being must stand alone.

Only alone can EIGHT make its choices clearly, and obliterate without compunction all that tries to tie its hands. Eight lives in 'the world as it really is'."

9. "The learned decision is to take control of life ... but each successive development is farther removed from the pure source. To obliterate that which is useless to you now is a poor strategy for the long run. To hold the world at bay is to become ignorant of its constant change. Too much striving for strength can lead to weakness ... and weakness cannot preserve life.

"The being must learn that no one approach can solve every problem, that a constantly corrected repertoire of impulse and strength is the best approach available. Through experience, NINE finds equilibrium. Through time, Nine can perfect its personal approach to life ... and be as good at living as it can possibly be."

10. "And so, life reaches equilibrium ... and yet, there is always another step for it to take. Equilibrium is a living thing, not a dead thing ... and (we) are proof that life may exist for a very long time ... as long as equilibrium exists.

"TEN is life in the long run ... and the symbol for Ten is the One of Something and the Zero of Nothing — equal and unified. Life can be one whole!"

"And that is all there is to it ... "

EDITOR'S NOTE

We have received many letters asking about the publication schedule of our series of Indexes to DC's comics.

The notorious unstable market conditions of the past year have played havoc with our plans to publish the indexes according to our original schedule. We were forced to halt publication of *All-Star Index* after the first issue, due to disappointing sales, and to place the *Legion of Super-Heroes Index* series on hiatus following issue #5. The planned *Legends Index* did not appear, and the 6th issue of *Teen Titans Index* has been delayed.

For those interested in collecting the complete series, here is a list of all the indexes published by Independent Comics Group thus far:

Teen Titans Index #1-5, *Doom Patrol Index* #1-2, *Crisis on Infinite Earths Index* #1, *Crisis on Infinite Earths Crossover Index* #1, *Justice League of America Index* #1-8, *Hawkman Index* #1-2, *All-Star Index* #1, and *Legion of Super-Heroes Index* #1-5.

If your local comics shop does not have copies of these back issues, most, if not all, are available from Independent Comics Group or from the editor at the address on the inside back cover of this issue.

As to the future, we do have plans to continue the index series beyond the current two-issue *Millennium Index*. At the moment, however, our publication schedule for 1988 and beyond has not yet been finalized. Anyone wishing to be kept advised as to the appearance of future indexes is invited to write to the editor (not to Independent Comics Group) and you will be placed on our mailing list of future announcements.

To all those who have supported our endeavors in the past, our heartfelt thanks. Rest assured that we will meet again in the pages of the next index in the series, later this year.

— Murray R. Ward, Editor

A BRIEF EXPLANATION OF THE INDEX TO COMIC BOOKS PUBLISHED BY DC COMICS INC.

This is the eighth in an ongoing series of comprehensive indexes to all of the DC comics to appear since the company began publishing in 1935. In this series, we intend to examine every issue of every DC comic book and to provide you with a color reproduction of the comic's cover, a complete listing of the creative people involved in producing the comic, a complete listing of all of the characters who appear in each story, a summary of what happened in each adventure, and various other information.

It is our goal that every DC comic title will get a series of the Index devoted solely to it. Heroes who have headlined in more than one title — notably, Superman and Batman — will have a separate series of the Index devoted to each title. In the case of some (but not all) features which have migrated from one title to another — such as Legion of Super-Heroes, which appeared in *Adventure Comics*, *Action Comics*, and *Superboy* before being awarded a comic bearing the name of the feature — we will bring together all appearances of the feature in one Index series. Maxi-Series, Mini-Series, and features with short life spans will be indexed in related groups.

All comics indexed in a series will run in serial order, beginning with the first issue or the earliest issue that features the series being indexed. For instance, *Superman Index* will begin with *Superman* #1, whereas *Teen Titans Index* begins with *The Brave and the Bold* #54, the first comic to feature the group of heroes who would become the Teen Titans. Non-DC Universe stories that appear in DC comics are not fully indexed or synopsized. Each of the index entries is as self-explanatory as possible. Some of the criteria we used to create an index entry are provided below.

COVER CREDITS

It usually takes many people to produce a comic book cover, from conception and design through coloring and production, and it is impossible to credit them all. The Artist, responsible for the basic execution of the cover, does the lion's share of the work. If more than one artist works on a cover, some usually pencil and the others usually ink. The artist sometimes works from someone else's layout or design, and sometimes someone else touches up or redraws parts of the picture. Design work, layouts, touch-ups, and other ancillary work are not usually credited in the Cover Credits.

The Letterer hand-letters any captions or word balloons on the cover other than the logo. It is impossible to guess the letterer when the lettering is mechanically typeset or laid down from transfers, so such lettering is called "typographical."

Records of artists and letterers are sometimes unavailable, particularly for covers that appeared many years ago, so the identities of some cover artists and letterers are the best guesses that the indexers can make. Credits other than Artist or Artists and Letterer appear where known.

STORY INFORMATION

Story titles are given as they appear on the title pages, not as on the covers or in coming attractions. When a story lacks a title or title page (a rare occurrence), a note to this effect appears as a Comment.

Story credits are taken from the credits as published. As with cover credits, it is impossible to credit everybody who worked on a story, but whenever additional information is available, it appears in the Index. If the published credits in a story are incorrect, the Index corrects them wherever possible.

CHARACTERS

All major characters, and most minor ones, are classified into seven categories, although all seven may not be needed to fully index a story. Bystanders, random police officers, random gangsters, background characters, and so forth, are not usually listed unless they appear elsewhere in more prominent roles.

The seven character categories are: Feature Characters, characters to whom the title of the feature refers; Guest Stars, characters from other comics who have a major role in the story; Supporting Characters, characters who appear frequently in stories with the feature character(s); Villains, the antagonists of the feature character(s); Guest Appearances, characters from other comics who have a minor role in the story; Other Characters, characters who do not fall into any of the five previous categories; and Cameo Appearances, characters who do not actually appear in a story but whose images are seen, for example, in photographs, flashbacks, or reminiscences.

The Feature Character is listed only when not obvious from the title of the comic. For example, Superman is always the only feature character in his own comic, but the lineup of the Justice League of America changes occasionally, which requires a Feature Character listing for each indexed issue of *Justice League of America*. Guest Stars are usually major characters who have their own comics, but any character can be a Guest Star. The only qualifications are that the character not usually appear in the comic and that he or she take a major role in the story that is not antagonistic to the feature character(s). A Guest Appearance may be very brief; even a one-panel appearance or an off-panel appearance (for example, in a telephone conversation) counts, as long as the character is physically present.

"Behind the scenes" describes characters who don't appear in a story but whose influence is felt, as, for example, when a Villain works through agents.

There are two different kinds of flashbacks: (1) flashbacks to stories previously told (all of the characters appearing in the flashback are listed under Cameo Appearances, unless they make physical appearances elsewhere in the story) and (2) flashbacks to events previously untold (appearances of all the characters in the flashback are treated as physical appearances; many origins are told in such flashbacks, for example). Parenthetical notes to characters' names in the listings explain these special appearances.

CHRONOLOGY

A time line for all of DC's comics that allows proper chronological ordering of the appearances of every DC character is far from complete. Nevertheless, some appearances are known to precede or follow others. Whenever chronological information is known reliably but is not obvious from the continuity of the stories, it is noted in parentheses. "First appearance" accompanies a character's listing when the comic is the earliest one in which the character appears. A first appearance is not necessarily a character's chronologically earliest appearance, which might occur, for example, in an origin flashback first told many years later. As a general rule, in the case of feature characters who are members of a team but who also appear in their own features or comics, issue-by-issue chronological notations for these characters are made in the indexes to their own features, not in the index to the team feature. For instance, Superman's chronology is noted in *Superman Index*, not in *Justice League of America Index*.

A casual reading of a few Plot Synopses will make it abundantly clear that a whole month does not usually pass for the characters in between monthly issues of a comic. Many issues begin hours or even minutes after the previous month's story. Consequently, a character who has had his own feature for ten years will not have aged ten years in the time it took for those comics to come out. As for trying to determine in what year a given adventure takes place, there's no conclusive answer. Specific dates that appear in stories, as well as mention of current events and popular culture, depictions of contemporary fashions, and usage of contemporary slang, are all what is know as Topical References. These are specific details added by a writer or artist to a story to make it seem current at the time the story is being published. They are not necessarily indicators of when — what year or even what decade — a story took place.

A PERSONAL NOTE

As should be obvious to anyone owning both this work and *The Marvel Comics Index*, the format and design of this book (not to mention the wording of this introduction) owe a great debt to my good friend, George Olshevsky, author of the Marvel Index series, with whose permission I have appropriated both his layout and his succint prose.

Anyone wishing to contact me with comments, criticisms, and/or additional data for inclusion in possible future updates may do so at the address below. My thanks to all those who have already written to me. It is unfortunately impossible for me to reply to each of you personally, but rest assured that your comments are read and carefully considered.

— Murray R. Ward
P.O. Box 3693, Station B
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CANADA

THE **DC** COMICS

INDEX

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